

RWBY

A Street Fighter: The Storytelling Game Supplement

Welcome

Welcome to RWBY: A Street Fighter the Storytelling Game Supplement, this is a supplement for Street Fighter the Storytelling Game, run campaigns within the world of Remnant, adding new classes and maneuvers based on the skills achieved within the world of RWBY.

The purpose of this document is to recreate the RWBY character in a style similar to the old SF: TSG manuals, and with character creation and class creation done in a similar manner. It is recommended you read the Street Fighter: The Storytelling Game 20th Anniversary module made by the lovely folks at Street Fighter Paradise, it's updated to include basically every rule in the game, and explain many of the systems in this game

I hope you sincerely enjoy reading about, RWBY: A Street Fighter the Storytelling Game Supplement.

A Quick Note

During this supplement, we refer to the term Aura mechanically several times, just know it is a mechanical copy of the Chi system, so for SF: TSG fans, please just substitute in Chi when you hear Aura. Alongside that, for character creation, do to the focus on Focus Maneuvers and Weapon based styles, it is suggested that you use 10 points for techniques instead of 8. Thanks :)

The World of Remnant

Long ago, humans of old wielded an ancient magic gifted by the moon, blessed by the god humans were able to bend the world to its shape, but in a tragic incident, the moon was broken, and the sun was angered. In his rage the sun burnt humanity to a crisp leaving humans to be hunted by the Grimm. The world now is slowly being recovered from that darkness.

At least, that's how the church of the moon, a common religion in Vale, would simplify it, in reality the myths themselves are somewhat more complicated, and this ignores key figures such as the men of the moon, but this basic idea of an era of previous prosperity before a dark age is common among most Remnant religions, enough for scholars to wonder if there is a bit of truth to the idea. It would certainly explain the mysterious ruins dotted across Remnant, from the Blank Stones of Vale to the Pyramids of Vacuo to the strange Essen Monolith, out of place objects dot the land of remnant, often bringing with them strange properties and stranger weaponry, and often attracting the Grimm.

The Grimm are the greatest plague upon Remnant, not one species but a categorization of predatory animals, incredibly dangerous and vicious and seemingly with a taste for human blood, humanity is always a brisk from these warriors.

To defend humanity against them, The Huntsman system was implemented, each of the four kingdoms was granted its own Huntsmen Academy, a place for training the Huntsmen warrior sent to protect humanity from the Grimm.

Of course, the current peace is a razors edge, war between the four kingdom has broken out before, as political tensions both internal and external wage, it seems as though the world is almost on the brink of collapse. It is this environment you find yourself in.

You are a warrior and an adventurer, though not quite on the level of a Ruby or a Blake or a Cinder. You're just another face in the crowd for now, someone whose matches wouldn't get covered in the Vytal Festival, a low ranked mafia enforcer, an Atlas red shirt, a lowly samurai or a fresh faced faceless but if you navigate the politics of the huntsmen world, train your hardest and work to change the world, perhaps your name will be remembered alongside the Ruby's or Cinder's of the world.

Now, perhaps you'd like to know about more about the world you've entered

Chapter 1: The World of Remnant



Vale

The most prosperous and perhaps most dangerous kingdom. Vale is a coastal kingdom, to the east of Sanus, with a government shared between mainlanders and the various islands to its east, known as the Sapang Islands, which each have some degree of independence.

The country is a major agricultural center, the country makes up for the low dust count with a massive trading empire based around agricultural production. Farms cover most of the rural parts of Vale, heavily guarded by Huntsmen, and provide most of the food for not just Vale but Atlas, a fact many Valians can't seem to help but bring up in the presence of Atlesians. This has led Vale to being one of the richest kingdoms in all of Remnant.

What Vale is famous for however, is crime. After the Great War, Vale won the battle, but at home cities were decimated and the government simply lacked the funds to rebuild, enter Arturias Kingsley, known then as the King of Crime. His millions made off the black market let him foot the bill, in order to control how Vale was rebuilt, and through this he crafted the country in his image.

Nowadays, Vale is Ruled by the 6¹ Emperors of Crime, the literal and figurative descendents of Arturia Kingsley, trapped in war both with each other and the few scant seats of power they don't control. While currently it's cold it's ran hot many times before, likely bringing a tear to Arturia eyes down in hell. He set it up like this very deliberately, a sort of twisted legacy.

Perhaps the one place that is immune from Crime in Vale, at least on the mainland, is Beacon Academy, seen as one of the best academies in all of Remnant, to the point in which most Mistrali still serious about being Huntsmen wind up going there instead of Sanctuary.

This is very very deliberate, Beacon was built after the war, but by The Huntsmen Council, not the Valean government, and after an incident where a student trying to take down a mobster ended with half a mafia family and 50% the staffs death, a rule was put into place, followed by both sides, Huntsmen aren't allowed to interact with criminals and criminals aren't let interact with Huntsmen².

Through this a tentative peace is achieved, though as mafia families and differing Huntsmen groups barter for power, especially those desperate enough to actually quit to work for the other side, a tension is slowly brewing.

Religiously, Vale tends to put a lot of significance on the moon, those descended from the moon people are said to have Mystic Powers like controlling Grimm or manipulating the types with white light. It's said their ancestor the Great Endymion was sealed on the moon thousand of years ago, and one day he will return to bring humanity into a new golden age.

Ideas for stories sent in Vale

- A major huntsman wants a mobster dead for causing their kids death in a shootout, but they can't interact with it due to Huntsman/Mafia laws, so you're brought in as outside help and assassins to "deal with it".
- You catch the crossfires of mobster Kuma Kurabashi, believing you to have harmed one of his sisters, he raised a warpath against you interaction rules be damned.
- A member of the Church of the Moon has discovered a new monolith, and believes it to be connected to the Moon Peoples, and wants you as her bodyguards as she explores it, and uncovers the strange weapons within.

¹ Formerly seven, before the Uma got caught up in those mysterious fires.

² If you're wondering how Glynda took Roman down in episode 1, well she wrote that Roman attacked Ruby first, and Roman wasn't in good enough graces with the Kuma's at the time to be able to demand reparations. The rest was all offbook nonsense, and mostly was caused by Roman's increasing isolation from the rest of Vale's mob. But I digress

Relations with other countries

Mistral - Endymion's eyes they're creepy, but let's not kid ourselves here, they make great business partners.

Atlas - Atlas is not to be trusted, old tensions still remain even to this day, the scars of Mount Glenn still run deep, but they are two economically interconnected to go to war, besides Valean Huntsman tend to think of their government as Mob stooges, so getting them to fight is like herding cattle. Better to keep things safe, and let the rivalry play out in the next Vytal Festival.

Vacuo - They say a sucker is born every minute, most are born in Vacuo. They take ridiculous prices from our stuff, it's kind of unfair.

Menagerie - It doesn't matter that their faunus, Menagerie craft is the best in the world as far as Vale's concerned, their swords and crimson weaponry is always hot, and their paintings are truly worth being stolen.



Mistral

Both the largest kingdom and the kingdom worst off, Mistral is seen mostly as “The Little Kingdom that couldn’t” a superstitious backwater full of weird grimm worshipping occultists who don’t even use weapons like proper Huntsmen. It’s not *entirely* inaccurate.

Mistral was once one of the more prosperous kingdoms, strong military, dust mines it could sell to Vale and Menagerie, it was perhaps the safest kingdom in all of Remnant, so safe in fact it realized shouldn’t that safety be spread elsewhere. While some other Animan Kingdoms, like Oniyuri, were receptive to equal partnership, others like Menagerie would have to be taken by sword.

Of course, spreading your army into other countries would very quickly stop them from defending your people against Grimm.

It wasn’t the Menagerie rebellion that truly broke the camel’s back, it was what started the chain, more soldiers in Menagerie meant more soldiers out of Vacuo, and without soldiers in Vacuo, they couldn’t keep up the dust needed to make a dent in an emboldened Menagerie, and so the cycle went.

After the Great War, Mistral was a bit of a shell, again it wasn’t all bad at first, but encroached by the SDC, a government that seemed not to care, the Huntsman shortage, and now Mistral is perhaps the kingdom most on the backfoot. Though with how divided the Kingdom is nowadays,

it is perhaps best we give a history on the different parts of Menagerie as well to fully understand the situation

Northern Mistral - The richer, noble area and the seat of power within Mistral, Northern Mistral was renowned for its beauty and art, it's the richest area in all of Mistral, known for its gold mines and beautiful scenery. As and as the seat of government in Mistral, it's arguably one of the safer places, many Huntsmen make their home trying to defend it, even if they're still Mistral quality.

Of course, the North knows the South has become ruled by White Fang, they know above them lies the grave of Oniyuri, and they know Grimm has been getting more and more frequent, braver in their attacks. There's a sense of dread in the air in the north, that while things aren't so bad now, things could get very worse, very soon.

Religiously, those in the north tend to follow the Church of the Brothers, although they aren't particularly devout compared to what once was Oniyuri.

Southern Mistral - The poorer largely faunus filled regions, things were alright for the South back in the day, the MDF, incompetent self destructive morons that they were, was easy to keep in check, and the Mistral government kept them safe, even if they were less rich and safe than the north. Then the MDF collapsed in a fire that was too big for even them to ignore, and introduced the SDC.

The SDC were corrupt like none before, running cruel and strict company towns all throughout the south, and the government just didn't seem to care. Any attempts to protest or picket them were best with military force. Even worse, huntsmen were getting less and less frequent, Grimm attacks more and more common, all of which fell on Lionheart's deaf ears.

It's no wonder the White Fang took over.

The White Fang, once a faunus rights organization, then a terrorist group slowly took out corrupt SDC ran mines using terror tactics in the hopes that it would stop them from fighting, soon enough the whole region wound up under their control.

Now everything from Grimm to local politics is handled through the White Fang, all appointed by the Shadowy Sienna Khan and her seven lieutenants each of whom has a frightening reputation of their own from Trifa, who is said to control the Spider Mafia from the shadows, to Adam who was rumored to have never lost a one-v-one fight and is known for his adamant refusal to ever take off his Grimm mask.

Strange times speak for the South, but they might be the ones to survive this whole mess.

Oniyuri - Once a religious kingdom of its own, Oniyuri was founded when ancient Mistrali nobleman, Han Yun had a mystic vision claiming to be from a Brother of Darkness telling him to

found a “kingdom of fists” in order to protect humanity and keep the balance between humans and grimm. Through that, Oniyuri was born.

Perhaps what they were most known for however was their unique form of battle. The Brothers Church disavowed weaponry, saying it to be an unnatural expression of battle, compared to the natural nature of semblances, instead they mastered unarmed combat instead invented all sorts of dangerous techniques. It has been said that the martial artists among Oniyuri were capable of defeating wielders of pistols, swords and even grenades through strange movements of the body, designed to break or shield with aura.

Eventually, during Mistral imperial years, not wanting to be conquered, they entered what was legally an equal partnership, the martial artists of Oniyuri would help Mistral in its colonial projects, but Oniyuri would remain mostly independent, which was allowed due to the close nature between Oniyuri and North Mistral. Even after the Great War, Oniyuri was doing okay for itself compared to the rest of Mistral.

Then, the Nucklavee came, a strange despairful monster, its design a seeming mockery of the religious beliefs of the brothers cult, and seemingly custom designed to defeat martial artists, its goop-like hands both hard to hurt and capable of easily preventing direct strikes.

It tore through Oniyuri, heralding an army of Grimm, leaving the semi-Kingdom in a devastating wake, most of its survivors heading to the cities of North Mistral, who lended a sympathetic ear. For years it stalked through what was now its territory, persisting on whoever dared try to take the cities back, thought to be undefeatable.

Recently however, young Li Ren, a child survivor of its first rampage, has defeated the Nucklavee, with the help of several Valian Huntsmen in training, ending its reign of terror over the state. As survivors examine the area, a rebuilding seems to be beginning, and while it won't be easy, people have come back from worse.

On Religion - Mistral is generally one of the more religious continents, only outmatched by some Vacuan nomads, and parts of the Sapang islands, while other religions, such as Menagerie Spiritualism or Folk Occultism are popular in Mistral, the most important is the Church of the Brother Gods.

The Church of the Brother Gods, is an old religion perhaps one of the oldest on remnant, though it's hard to truly know. Its central tenants are as follows.

1. Humanity was created by a god of light. Grimm was created by a God of Darkness. There is an innate duality between humanity and Grimm.
2. Humans must find balance within Grimm, in order to quell the raging war between the brothers.
3. Through this one much achieve a sort of inner-calmness or peace

4. Battling with weaponry, is an illegitimate mark against the natural order.³

This church most notably encouraged the study of Grimm, which led to Mistral having the most complete understanding of Grimm, even to this day, conceptualizing them as mostly wild animals who are pulled against humanity by their nature and not by inherent malice.

Mistral also has a history of “Grimm Taming” , the rare and dangerous practice of raising Grimm as pets, while it is largely frowned upon and extremely dangerous, in Mistral, unlike in most places, it won’t get you entirely kicked out of town as an evil witch, ironically enough for Mistrals reputation as superstitious nutcases.

The brothers church has been in a bit of a spiral lately, not dead or even irrelevant in Mistral, not by far, but since the invasion of the Nuckelavee it’s been seen as a bit outdated, perhaps the balance is impossible to strike. Is the Nuckelavee proof against it? A mocking mix of humans in grimm, perhaps made to mock our beliefs? Still, Arslan Atlan the niece of Leonardo Lionheart, and the girl clearly being raised as his successor, is famously devout, so perhaps it’s not as though supports of it aren’t rising to the occasion.

Ideas for Stories Set in Mistral

- A huntsman is sent to a village that has been defended by White Fang, can you keep them from fighting long enough before the Grimm arrive.
- A young woman begs you to look into the recent disappearances of Huntsmen, ones you realize aren’t so recent...
- You have to collect a scroll for a member of the Kuroyuri survivors foundation, however it’s guarded in the middle of Grimm territory by a paranoid old martial arts master, who won’t give his scroll up without a test of his design.

Relations with other countries

Vale - Criminals and scoundrels a lot of them, but they make very good deals.

Atlas - Strange bedfellows make strong allies, we are so different, but we need you as much as you need us.

Vacuo - Do not try to fight Vacuo in Summer. It never ends well.

Menagerie - They hate us, and we hate them. It’s not that complicated.

³ More practiced in Oniyuri than in Mistral itself. Though you still see some stragglers.



Atlas

In desperate times, desperate measures are taken. That has long been theorized the origin of Atlas, a country founded in the coldest areas of Remnant, almost polar in their amount of frost. However it pushed out Grimm as well as humans, and soon enough dust mines were found there, the richest in all of Remnant, so desperation pays off.

Nowadays, Atlas is one of the militarized regions, increasing Grimm attacks, as the Grimm adapted to the cold, as well as a history of military expansionism has left Atlas with a heavy military culture throughout the kingdom.

The central city of Atlas, also called Atlas because name creativity was never their strong suit, stands above the sky, lifted by gravity dust above it's sister city Mantle, while both cities are seemingly shared by one culture, rich and powerful Atlesians hover in the skies as the poorer are left in Mantle itself, to work in the inky mines, ran by the ever corrupt SDC.

This stark imagery of a city of the rich in the clouds and a city of the poor beneath has been oft commented on by Atlasian artists and poets, though this is not a pure truth, there are poorer parts of Atlas, richer parts of Mantle, it's more of a general rule than full on centrality.

Outside of Atlas (the city), Atlas (the country) is mostly rural, fishing villages protected by local members of Atlas militia dot the region, relatively safe as most Grimm prefer to attack the central city. The biggest threat to them is the SDC, if your town has a mine, they'll try and discover how much that can get away with without starting a riot or getting higher authority involved.

Running everything is the Atlas military, deeply tied to its government, the Atlas Military has a strict hierarchical structure compared to the more freeform structure rival huntsmen organizations possess. At the head of that is James Ironwood, a noble well intentioned man, who will shoot himself in the foot repeatedly to save Atlas. Whether that is a compliment, I leave for you to decide.

Potential story ideas for Atlas

- Investigate a rural fishing village, with suspiciously addictive fish and a shady new fisherman.
- A mine collapse is filled with strange black liquid, and tight lipped SDC officers refusing to teach you anything
- A military commander has been killed, and the only ones who could've done it are his own subordinates. Can you uncover the truth beneath all the betrayal and corruption?

Relations with Other Countries

Vale: How the hell did those two timing criminals beat us in the Great War? We have to play it safe, we need them, which they love to needle us about.

Mistral: It's in such order and disarray, perhaps a strong guiding hand is needed to put it in the right direction, by force.

Vacuo: Rich in dust but weak in honor.

Menagerie: Sorry, it's all Oniyuri to me (Atlasian expression for I don't understand it)



Vacuo

It's largely a misnomer to consider Vacuo a Kingdom per say in anything other than a legal sense, there is a Central Vacuo State, as weak and easily kowtowed to the Huntsman board as it may be, but it doesn't rule the deserts that roam Vacuo, not truly.

The majority of Vacuo consists of various nomadic tribes, the harsh sands⁴ making permanent settling hard, and wandering is seen as virtuous. Most tribes have a rather unified worldview, the members of the tribe look out for each other, and those considered part of the tribe, but no more. Tribes mostly interact by trade with each other, often in the few settler cities in Vacuo, or by fighting over resources.

Still, it's not a bad life if you can find the right tribe, some even take to altruism if they are blessed enough to have a heroic leader.

Settler Vacuo is a bit of a different story, once the central city of Vacuo was the core of a flourishing and prosperous kingdom, able to demand tribute from each of the nomads to trade with them for little consequence, and having plentiful resources itself. That was until Atlas came.

The natural resources, the fire dust in particular would be absolutely necessary for keeping Atlasian's warm, and after trade negotiations fell through, Atlas went to war with Vacuo,

⁴ Favored pass time in Vacuo, talking about how harsh it is Vacuo.

eventually taking over large portions of Vacuo resulting in the political situation that caused The Great War.

Afterwards, Vacuo managed to get Atlas off their land, but the government had collapsed and the dust mines had run dry, and the provisional government that remained quickly fell through. Currently, the closest thing Vacuo City has to a ruling power is Shade Academy, its stability after the war made it an excellent base for keeping resources in rotation.

Settler Vacoans⁵ have a bit of a resentment towards remnants at large, a lot of nations wound up having some degree of power of Vacuo during and after the war. This situation has led to the political nations group known as The Crown seeking to return the “rightful ruler”⁶ of Vacuo. Tensions stand between them and Shade Academy, who they see as have capitulated to foreign demands

Examples of Vacuo Adventures

- You have to retrieve an important artifact that just so happens to be held as a prize to an illegal desert fighting ring.
- Members of the Crown have been found infiltrating a Huntsmans Guild and your sent by Shade Academy to investigate. You have to discover which Huntsmen are secret crown agents while not arousing suspicion yourself.
- You have to protect a nomad tribe, one that pissed off a massive dangerous grimm on accident and get them to a local stronghold.

Relations with Other Nations

Vale: Out of all the untrustworthy bastards, they are the most trustworthy

Mistral: Creepy. But not important enough to be dangerous, more pitiable than anything else.

Atlas: Screw them! Period! Militaristic robo-creeps.

Menagerie: If they bring the swords, we can bring the fruit.

⁵ Not nomad Vacoans though, while they never cared for Atlas, they never cared much for the previous government either.

⁶ Relation to original King ambiguous



Menagerie

While not technically a Kingdom by the legal definition (the Menagerie island is technically under the jurisdiction of Sanctuary Academy) Menagerie acts as the fifth functional full government on Remnant, it's honestly way more functional than Vacuo in spite of similar circumstances.

In the not so ancient past, Menagerie was a colony of Mistral, forced to pay taxes in iron and gold over the whole state, and all governance was controlled by Mistrali governance. To make matters worse, the many traditional artforms of Menagerie were being outlawed, most notably to this story blacksmithing.

Not willing to stand for this, Menagerie's blacksmiths and other traditional artists schemed beneath the ground, and when Mistral was distracted with a war in Vacuo, they struck and revolted against their Mistrali overlords. While Mistral soon pulled soldiers to strike back, a national spirit had been unleashed, and Mistral could not fight two fronts at once.

Nowadays, no longer a colony of Mistral, Menagerie is a poor nation, its resources odd and thread-bare but it's entering into somewhat of a renaissance, its traditional arts who were dying before the colonization have begun to thrive in rejection of Mistral. Now their production is seen as a national source of pride.

Menagerie has a cultural fixation on beauty, and the idea of creating beauty. Painting, writing, and acting are common professions, but other professions such as Flower Arrangement and blacksmithing serve vital roles in Menagerie's culture.

On a geopolitical stage, what Menagerie is best known for are its blacksmiths, they are pioneers in sword creations. It's said the Menagerian Blades are so sharp, a skilled enough swordsman can cut a person's aura in a single swing. These weaponry skills are closely guarded, kept from family to family to keep the power of the crimson blade firmly in menagerie's pocket.

Politically, Menagerie is mostly democratic, although technically it's considered a constitutional monarchy, each of Menagerie's cities and its surrounding neighbours come together to vote on a councilor to represent themselves, who all act as equals before the emperor, suggesting ideas on what to do.

Of course, the true emperor of Menagerie has long since disappeared, his bloodline lost in the Mistral years, though a replacement emperor is put in his stead. The replacement does not actually make decisions leaving it up to the councilors but he does try to keep the councilors, who actually decide on the laws, in line. This position is hereditary and not particularly powerful.

Originally there were about 8 seats, but recently do the growth of port city Kuo Kana a 9th seat was added, currently occupied by one Ghira Belladonna, a man known for his willingness to work with Mistral a bit of a black-mark considering how disliked they are, and controversial due to his history with the Grimm-Masked White Fang. He's still well liked by his home city, so he seems to be here to stay.

Story ideas in Menagerie

- Former members of White Fang are harassing Ghira, in the hopes of forcing him to return to White Fang and they won't take no for an answer.
- An ancient swordmaster has died, leaving no heir but a map for supposedly the greatest blade ever produced. Race after it before an evil Menagerie Guardsman gets it first.
- An artist is in deep debt with Valean mobsters, and needs you to help him come up with a genius painting, or else bodyguard him from the mafia if they come by his estate.

Relations with Other Nations

Vale: Vale and Menagerie have a truly lucrative deal, as Vale was the first kingdom to trade with Menagerie after the war. Vale gets access to powerful swords and beautiful art, and Menagerie gets money for days. It's often said that Menagerians see Valeans as the only ones who truly get their art outside of themselves, though they tend not to like Valean tourists.

Mistral: "If a Mistrali builds a bridge, a Menagerian swims beneath it" a common Mistrali expression, ignoring years of colonial and racial history for a pithy insulting slogan. Also largely accurate. This should tell you everything you need to know.

Oniyuri: As much as we've disagreed in the past, over weapon usage, over colonial ties, it is saddening to see you in such a state.

Atlas: They just don't get our art at all.

Vacuo: A society based on strength, not on beauty, how barbaric.

Chapter 2: Mechanics and Functions

Weaponry



Just weapons? They're an extension of ourselves! They're a part of us! Oh, they're so cool. - Ruby Rose

Within the world of Remnant, weaponry and weapon based fighting styles are the norm for any fighter worth their salt. The aura each person on Remnant produces shields them from truly dying, allowing weapons to be as dangerous as they are irl

and still used in public sporting events. As a result, you take no penalties to Honor for weapon usage in a Ruby campaign.

In fact, they are so important the system of weapon usage has been changed, instead of each weapon having the same base abilities that are altered by the weapons base stats, instead there are a number of available weapons each with their own movepools.

At the start of the game, before choosing what weapon you have, you have to check your Weapon Proficiency, each weapon has a different required weapon proficiency. Your character may wield any weapon they have the collective proficiency for, but each character may only hold one weapon at once.

Each weapon below has a different Handedness-stat, representing whether the weapon is one handed or two handed, both of whom give different restrictions on what maneuvers your character can use

Two-Handed: Those with two-handed weapons cannot use Punch or Grab maneuvers, unless they expressly mention being able to be used with a weapon. They can use Kick or Athletics maneuvers only if they have at least 2 points in Kick or Athletics respectively, but cannot use any Kick or Athletics maneuvers that cost willpower. Any focus, movement or block maneuvers they can use no problem. Alongside that, they can use the Skills Leg Sweep and Jump as though they were not wielding a weapon, even if they do not have the prerequisite Kick or Athletics.

One Handed: One handed weapons are much easier to use than two-handed weapons, and thus allow for a greater variety of maneuvers. They can use Kick and Athletics maneuvers that don't cost Willpower with no problem, and can use Move, Block or Focus maneuvers like Two-Handed weapons. They may also use Kick or Athletics maneuvers that cost willpower if they have at least 4 points in Kick or Athletics respectively. If they have 3 points in Punch they can use Punch maneuvers that don't cost willpower.

In order to balance the maneuvers they are restricted from, each weapon has a number of unique purchasable maneuvers, similar to the skills for Punch or Kick that require the user to have the weapon to be able to use. They are listed beneath each weapon in the maneuvers list.

There are also Multi-Blade tools, which are maneuvers that can be used with multiple different weapons, often they rely on having a weapon skill in one weapon but can be used by another weapon. These represent using one weapon's tricks to help teach you the maneuvers of another weapon.

Changing Weapons: Between missions you can change your weapons out for other weapons your character has the correct proficiency in, so long as it makes narrative sense for you to be able to do that. You can change your Katana to a Nagata if you used your experience to give you more weapon proficiency in Sword, or change to a Pistol to use the ranged style instead.

Weapon Combinations

Of course, the world of Remnant is somewhat famous for it's ability to put Weapons onto Weapons, Gunblades and Shieldhammers and Gunagataegir's make up the majority of the weapons wielded by anyone from Huntsman to Criminal.

If you want to make your own, combined weapon, you'll first need to have 2 different points in different weapons, let's say you have Sword 3 and Gun 1.

Afterwards, you'll want to purchase the maneuver Weapon Shift

Weapon Shift

Prereq: Points in techniques for at least 2 weapons.

System: When picking this, choose 2 weapons you have the ability to use, they are considered to be one weapon, though you cannot use both at once. You may use this ability to switch between the two weapons. You may use this alongside another skill of the weapon your changin into, but not the weapon your changing out of, and both this maneuver and that maneuver are done simultaneously, and that maneuver loses 3 speed.

PP: Huntsman 0, Any 1

Speed: -3

Damage: None

Move:0

The specifics of What Weapon Shift allows you do are spoken of in more detail in the Maneuver Section, but this does allow you to combine your two weapons, your sword and gun now combine into a Gunblade.

The Weapons Themselves

Katana

Handling Requirement: Sword 1

Handedness: 2 Handed

The most common sword type, members of the Menagerie Guard are handed them on initiation day as a basic courtesy, though most choose to bring custom swords

Basic Maneuvers

Jab — +2 Speed, -0 Damage, 0 Move

Strong Strike — +0 Speed, +1 Damage, +0 Move

Fierce Strike — -1 Speed, +3 Damage, -1 Move

Nagata

Handling Requirement: Sword 3

Handedness: 1 Handed

The preferred sword of the White Fang, Nagata's have relatively little cost of training compared to their power, and are famously silent.

Basic Maneuvers

Jab, +3 Speed, +0 Damage, +0 Move

Strong Strike, +1 Speed, +1 damage, +0 Move

Fierce Strike, +0 Speed, +4 Damage, -1 Move

Crimson Blade

Handling Requirement: Sword 5

Handedness: 1 Handed

PERhaps the hardest blade to truly master, it is said that only those with a heart dedicated towards justice can wield a crimson blade without cutting their own hand off.

Basic Maneuvers

Jab – +5 Speed, +0 Damage, +1 Move

Strong Strike, +1 Speed, +2 Damage, +0 Move

Fierce Strike – -1 Speed, +5 Damage, -1 Move

Parry +5 Speed, no damage, no move (works identically to Parry found in Multi Blade)

Simple Pistol

Weapon Requirements: Gun 1

Handedness: 1 Handed

The basic gun is available in almost any store across remnants for the sake of protection from Grimm, though using it against humans is not exactly unheard of.

Shoot – -1 Speed, -1 Damage, -1 Move – This maneuver can hit any target in an unblocked straight line from the user. Use wits instead of strength to calculate damage.

Sniper Rifle

Weapon Requirements: Gun 3

Handedness: 1 Handed

Designed for the purposes of hunting aerial Grimm, the sniper rifle has been best used in various weapon combinations to stunning effect.

Basic Maneuvers

Shoot– +1 Speed, +1 Damage, +0 Move – This maneuver can hit any target in an unblocked straight line from the user. Use wits instead of strength to calculate damage.

Snipe - -1 Speed, -1 Damage, -1 Move – – This maneuver can hit any target in an unblocked straight line from the user. Use wits instead of strength to calculate damage. This maneuver can also hit aerial enemies, if it does that enemy is knocked down.

Processor

Weapon Requirements: Gun 5

Handedness: 1 Handed

An incredibly heavy gun, said to be the speciality of high ranking officers in the Atlas Military.

Shoot– +2 Speed, +2 Damage, +0 Move – This maneuver can hit any target in an unblocked straight line from the user. Use wits instead of strength to calculate damage.

Snipe - -0 Speed, -0 Damage, -1 Move – – This maneuver can hit any target in an unblocked straight line from the user. Use wits instead of strength to calculate damage. This maneuver can also hit aerial enemies, if it does that enemy is knocked down.

Harvester

Weapon Requirements: Scythe 1

Handedness: 2 Handed

Initially a weapon from Mistral, farmers started using them as both a tool to harvest crops and to protect those crops from Grimm.

Basic Maneuvers

Slash +1 Speed, +0 Damage, +0 Move

Whirl -1 Speed, +1 Damage, +0 Move

Slam -3 Speed, +2 Damage, -2 Move

X: 12

Requirement: Scythe 3

Handedness - 1 Handed

Eventually, the huntress known as The Grim Reaper began to make moves in Mistral, known for her use of scythes and hunting grimm even the bravest wouldn't face.

Basic Maneuvers

Slash, +2 Speed, +1 Damage, +0 Move

Whirl, +0 Speed, +2 Damage, +0 Move

Slam - 1 Speed, +3 Damage, +0 Move

Overwhelming Slam, -3 Speed, +4 Damage, -3 Move - Cost 1: Willpower, the user whirls their scythe before hitting their enemy on their backside, letting them almost knock their enemy down. Opponent must make a Stamina save or else be knocked-down.

Shinigami

Req: Scythe 5

Handedness - 1 Handed

Inspired by The Grim Reaper, Qrow Branwen took the scythe to a legendary win at the Vytal Festival against team ISCE, now millions of young huntsmen and huntresses have chosen to take the weapon, though often quitting due to the weapons high difficulty.

Basic Maneuvers

Slash - +2 Speed, +2 Damage, +0 Move

Whirl - +1 Speed, +3 Damage, +0 Move

Slam - +0 Speed, +4 Damage, +0 Move

Overwhelming Slam, -2 Speed, +5 Damage, -2 Move - Cost 1: Willpower, the user whirls their scythe before hitting their enemy on their backside, letting them almost knock their enemy down. Opponent must make a Stamina save or else be knocked-down.

Tanngristnr

Weapon Requirements: Hammer 1

Handedness - 2 Handed

The simple hammer was a common tool among Atlassian Huntsmen back in the day, its heavy weight and strong damage made it good for dealing with low to the ground Grimm like creeps.

However as martial techniques became more common, hammers became much less common, their heavy size being known for slowing their users down

Basic Maneuvers

Jab — +0 Speed, +1 Damage, +0 Move

Swing — -2 Speed, +3 Damage, -2 Move

Aegir

Requirements: Hammer 3, Strength 2

Handedness: 2 Handed

A massive hammer, about the height of its user, said to only be wielded by the lands strongest.

Basic Maneuvers

Jab – +0 Speed, +2 Damage, -1 Move

Swing – -3 Speed, +4 Damage, -1 Move

Alvadi

Requirements: Hammer 5, Strength 4

Handedness: 2 Handed

Hammer specialists tend to be burly types, tough muscle men and the sort, so when Nora, a relatively small girl, managed to wield a hammer of the size, it caused a bit of a stir in the community.

Basic Maneuvers

Jab +0 Speed, +2 Damage, +0 Move

Swing – -2 Speed, +5 Damage, -2 Move

Overhead -4 Speed, +7 Damage, -4 Move

Nightstick

Weapon Requirements: Baton 1

Handedness: 1 Handed

Its ease of use and blocking ability has made the Baton a favorite both among martial artists in Menagerie (which lacks the religious dislike of weaponry favored by Kuroyuri) and the Criminal Underworld of Vale.

Basic Maneuvers

Quick Jab – +3 Speed, -2 Damage, +0 Move

Swing – +1 Speed, +0 Speed, +0 Move

Parry — +5 Speed, no damage, no move (works identically to the parry found in Multi-blade, except slightly faster.)

Billystick

Weapon Requirements: Baton 3

Handedness: 1 Handed

Trained experts in batons are said to fight with such skill, their weapon becomes part of their body.

Basic Maneuvers

Quick Swing – +4 Speed, -1 Damage, +1 Move

Heavy Swing – +2 Speed, +1 Damage, +0 Move

Parry — +5 Speed, no damage, no move (works identically to the parry found in Multi-blade, except slightly faster.)

Bastum

Weapon Requirements: Baton 5

Handedness: 1 Handed

Famously, batons with guns within them or shields in the case of his henchman Neapolitan, were used by Roman Torchwick's gang in his reign of terror.

Basic Maneuvers

Quick Swing – +5 Speed, +0 Damage, +1 Move

Heavy Swing – +3 Speed, +2 Damage, +1 Move

Parry — +6 Speed, no damage, no move (works identically to the parry found in Multi-blade, except slightly faster.)

Bracer

In order to improve martial prowess among the untrained or physically weak, gauntlets were created allowing even the weak to throw the punches of a superman

Weapon Requirement: Gauntlet 1

Handedness: No handed (when using a gauntlet you are considered unarmed.)

The bracer adds to attacks of its own, but when wielded all the users Punch attacks have +1 more damage.

Han Kote

Menagerie itself pioneered Gauntlet's almost as a mocking of traditions in Kuroyuri and Central Mistral whose Martial Artists saw weaponry as immoral and going against the traditions of the brothers.

Weapon Requirement: Gauntlet 3

Handedness: No handed (when using a gauntlet you are considered unarmed.)

The Han Kote adds to attacks of its own, but when wielded all the users Punch attacks have +1 more damage and you have +1 soak to any Sword or Scythe attacks

King's Hands

The most powerful gauntlets ever wielded were supposedly once worn by the great king of vale, Magnus the Magnificent whose punches were said to level mountains, and through this he built the City of Mount Glenn. Nowadays this is mostly regarded as a myth, though replicas of his gauntlets are highly coveted in historical fields.

Weapon Requirement: Gauntlet 5

Handedness: No handed (when using a gauntlet you are considered unarmed.)

The bracer adds to attacks of its own, but when wielded all the users Punch attacks have +2 more damage and +1 more Speed and you have +1 Soak to Sword, Scythe or Baton attacks.

Phalanx

Weapon Requirement: Shield 1

Handedness: 2 Handed

Shields are more often used in public gladiatory events than by real Huntsmen, as generally military armor is seen as more practical, while it would be seen as dishonorable for a public fighter to fight with armor.

Shield Guard - Speed +4, Damage (None), Movement +1 - Acts identically to normal blocking but you add your Weapon Proficiency in Shield to your block total, similar to Parrying.

Pavise

A large shield meant to cover archers and marksmen in battle.

Weapon Requirements: Shield 3

Handedness: 1 Handed

Shield Guard - Speed +6 Damage (None), Movement +1 - Acts identically to normal blocking but you add your Weapon Proficiency in Shield to your block total, similar to Parrying.

Riot Shield

One of the strongest shields, known to be of use more by pro huntsmen than of gladiators.

Weapon Requirements: Shield 5

Handedness: 1 Handed

While using this weapon you get a passive +2 Soak for every maneuver .

Shield Guard - Speed +6, Damage (None), Movement +3 - Acts identically to normal blocking but you add your Weapon Proficiency in Shield to your block total, similar to Parrying.

Tamer

Requirements: Whip 1

Handedness: 1 Handed

Ironically designed for animal training, the Whips' long range makes them a favorite of the White Fang.

Basic Maneuvers

Whip - +2 Speed, +0 Damage, +1 Move - You can use this attack on enemies up to 2 hexes away.

Chain Whip

Requirements: Whip 3

Handedness: 1 Handed

A whip with a chain attached, much more dangerous than any normal whip. Whips of this flavor were used by Sienna Khan back when she was a student in Atlas.

While using this weapon, you may use Grab as though it was a one-handed maneuver .you weren't holding a weapon.⁷

Whip - +2 Speed, +1 Damage, +1 Move - This can hit an enemy up to 3 hexes away.

Lightning Lash

Requirements: Whip 5

Handedness: 1 Handed

A whip designed by the Atlas Military, though never popular among them, its use was mostly codified by ex-Atlas Student Ilia Amitola, who used it heavily in her time with White Fang, although to hide its origins she colored it black.

While using this weapon, you may Grab as though you weren't holding a weapon

Whip - +3 Speed, +2 Damage, +2 Move - This can hit an opponent up to 4 hexes away.

Shock - +1 Speed, +3 Damage, +1 Move - Any enemy hit by this maneuver must roll for Wits or else be Dizzied.

⁷ You may also use other grab maneuvers.

Faunus



Not everyone who dangers the world of Remnant are human, some are the faunus, a species of humanoids with each having a different animal trait to them. They range from cat ears and bunny feet to functioning gills and bat wings. Faunus are often to victim of discrimination by humans who see them as subhuman, combinations of man and beast are not well liked in a world where the wilds are so set against humans, not even counting the colonial conquest of Menagerie by Mistral, and the deep scars that still lay in those lands.

Many faunus find themselves called to the pull of adventure, from optimistic sorts becoming Huntsmen, to those victimized by discrimination joining up with the White Fang to take vengeance, to even those born on Menagerie inheriting the blade of the Menagerie Guard.

Either way, if your character is a faunus, they may have a visible trait, giving them a small benefit to their sight or hearing, but these traits cause all sorts of social issues depending on your trait.

Level 1 Traits

Level 1 are minor faunus traits, while they might alter general attitudes around you, people are unlikely to cause a scene around it. At most you'll get some funny looks. You get a -1 to Appearance for these traits

Animal Ears

Cat ears, dog ears bunny ears, perhaps the most common and known faunus trait, you gain a second set of ears on top of your normal ears, letting you hear much more than a regular human.

+1 To Alertness

Horns

The other most common trait, horns aren't often that particle, ramming someone with them isn't exactly useful against predatory grimm or criminals, but they tend to be seen as scary.
+1 to Intimidation

Level 2 Traits

These are traits that are actually somewhat functional to have, the sort of things you'd actually be able to notice, or that others are more likely to notice. Decrease the amount of Social Stats you have at the start to get these traits

Claws

Claws are another rather common trait, and one that's fairly well-known amongst caregivers, a child with claws is often liable not to control them which tends to cause incidents.

Replace your basic punch with the maneuver Claw

Claw +1 Damage, +1 Speed, -1 Move

Gills

Gills are perhaps one of the rarest and most invisible faunus traits, some faunus don't even realize they have them until they are dunked into water for the first time.

IF you picked this trait you have Gills, you can breathe underwater and lose all penalties for underwater fighting.

Level 3 Traits

Rarer and even stronger skills, at this point you're a bit of an outcast from society, even average folk will side-eye you at a glance and you might get rocks thrown at you. For this cost, you have a truly special power, something also 3 of a kind in the world. For these skills, you have -1 to every Social Stat.

Chameleon Skin

Your skin can turn translucent and through this you can blend into the background like it's nothing. With this you gain the skill Invisibility

Invisibility

PP: Only attainable via Faunus-traits

Speed: 0

Damage: None

Move: 2

Cost: 1 Willpower

System: The user becomes invisible, whenever someone attacks you or tries to block one of your non-projectile attacks, they make a Blind Fighting roll (Perception + Blind Fighting) if not they fail, and their attack misses or your attack goes unblocked. You can still be hit incidentally by things trying to go to other things. This lasts 2 turns.

Frog Legs

Perhaps one of the stranger Faunus Traits, fully functioning frog legs in place of human ones. Notorious Vale Bandit, Riberio the Great was said to use Frog Legs to leap over buildings with ease.

All Kick maneuvers deal +1 damage. Gain the maneuver Jump without paying its PP.

Level 4 Traits

These traits are truly something special, only one in a million faunus have them, and even regular faunus would stare at you. As a result, you're seen as cursed, born to live a life of exile, your appearance in the wrong village could start a riot. -2 to all Social Stats

Wings

You gain the maneuver Flight for free. Use willpower instead of Aura to use it.

Scorpion Tail

You gain the maneuver Scorpion Jab

Scorpion Jab

PP: Only available via faunus traits

Speed: +2

Move: +1

Damage: +2

If the user inflict damage successfully with this maneuver, the target must roll a Stamina roll, or else be poisoned. At the end of each maneuver the poisoned character performs, they take 1 damage. Remove the poison at the end of the battle.

Semblances



A rare and valued trait, within the world of Remnant there are people who have unique combat capacities known as Semblances, from manipulating Fire and Ice to summoning any sort of weapon they want, the turning themselves in lava, a Semblance is an ability unique to the user.

In order to get a Semblance, one must spend either all 15 Freebie points at the start of character creation, or by spending 16 Experience Points later in the game, you may change one of your maneuvers into a Semblance maneuver.

When a maneuver becomes a Semblance Maneuver, it becomes a Focus Maneuver, and loses any Weapon Restrictions, if it's a Punch or Kick maneuver you can use it with a two-handed weapon and if it needs a sword you can use it barehanded. Alongside that, increase any stats it doesn't have as an impossibility, by one. A Semblance maneuver is naturally stronger than its normal counterpart.

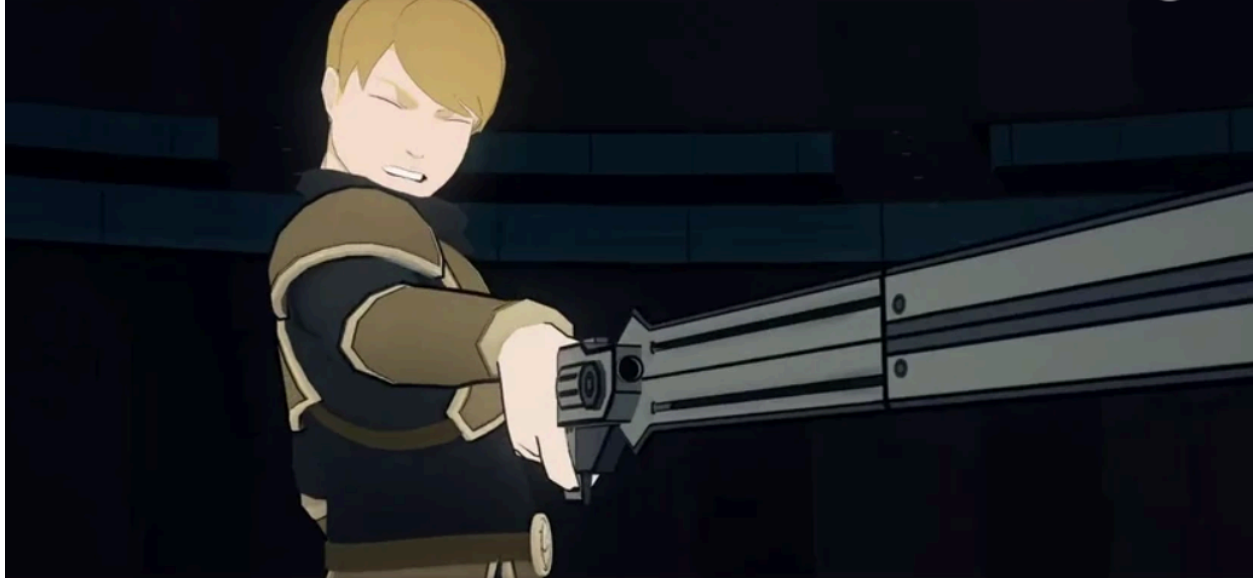
As a drawback to this, your Semblance now costs 1 chi to use alongside any other payment costs for the maneuver. You may also only do this once, you only get one Semblance.

Semblances do have one great advantage, upgradability, you may pay a certain amount of Experience into your Semblance to turn it from a moderate upgrade to a true powerhouse.

Upgrade	maneuver Details
Increase the maneuvers Power by 1	The maneuvers power x2
Increase the maneuvers Speed by 1	The maneuvers speed x2
Increase the maneuvers movement by 1	The maneuvers movements x2
The maneuver cannot be blocked	36 EXP
When the maneuver hits a target, dizzy them	8 EXP
When the maneuver hits a target, knock them down	16 EXP
The maneuver can hit a target up to one more hex away	4+The amount of hexes away the maneuver can hit EXP
The maneuver can hit up to two viable targets	50 EXP
The maneuvers target is hit back 1 more space	15 EXP

Alongside that, when a technique becomes a semblance, you can upgrade it in any sort of way that makes sense with the maneuvers established role, like if you want to turn Weapon Shift into a Semblance called Armory, that lets you summon any weapon you have training in, and thusly loses the two Weapons restriction. Do these at the DM discretion and within common reason.

Chapter 3: Styles and Techniques



Huntsman

Within the world of remnant, everything is held on a thin line, between humanity and the grimm, and those holding that line are the Huntsmen. From combat schools around the world, Huntsmen are trained in various different combat arts to battle the Grimm.

A signature of those Huntsmen are their weapons, in particular do to the way certain Grimm were only useful against certain weaponry and others it became practical to bring and master multiple differing weapons, this was until a Huntsman discovered the idea of Weapon shifting, and thusly the first Gunblade was born.

While these techniques have moved to the rest of Remnant, Huntsmen remain the unparalleled masters of it, with each Huntsman having a specially crafted weapon to deal with differing Grimm-types.

The average Huntsman takes the role of protecting a specific village or community, more important places with more people or farming villages get more Huntsmen while some small villages only have one. Other Huntsmen are mercenaries tracking down specific Grimm, or even using their training to become criminals. It's not always confirmed that a Huntsman badge gives you a moral right, oftentimes criminals, cultists or terrorists take the badge and cause havoc. Still without the huntsmen the world would go to shit, so these people are seen as a necessary evil. Still, it's good to be wary, not everyone wearing the gun is friendly.

Each country of course has a different relationship with their Huntsmen.

Vale: Vale produces the best Huntsmen in the world, and the most likely to sell their services to foreign aid. Their school Beacon is known as one of the world finest attracting students from all over, especially Mistral considering the quality of their school. However Valean Huntsmen are notoriously not allowed to interfere with organized crime. In theory this is a measure to stop criminals from abusing Huntsmen authority to take out their enemies. Nowadays it's mostly a stop gap, criminals don't deal with Huntsmen, Huntsmen don't deal with criminals, because if there was one, if there was a true battle between Vale's Huntsmen and its six princes of crime, it's doubtful there would be enough to survive to tell the tale.

Mistral: If you want to hear a joke, tell someone you're a Mistrali Huntsman. Due to the Huntsmen shortage in Mistral, Mistral's Sanctuary Academy pumps students out fast, often without proper training and frequently without proper credentials, to be quickly killed by the Grimm, or the White Fang, or Pirates, or Random Criminals, or Starvation, or accidentally poisoning themselves or... You get the picture. While some good Huntsmen have come out of this system, the average Huntsman out of Mistral is of questionable quality and even more questionable life expectancy.

Atlas: Atlasian Huntsmen are heavily integrated into their military branch, with all the strangeness that implies (see the Atlas Operative class for more details), several Huntsmen, most notably Robin Hill have taken to steering their own path away from the Atlas Military to help out in places like Mantle or Essen. Perhaps the strangest are its dropouts such as Illia Amitola or Henry Marigold, who somehow, in spite of Henry being human and Illia passing for one, both managed to join White Fang.

Vacuo: Vacuo's Huntsmen are much like Vacuo itself, hard to notice. Due to Vacuo's isolationist nature, Vacuoan Huntsmen, while plenty competent in their own right, tend to stick to Vacuo either protecting the few settlements or the many nomadic tribes. Shade Academy stands as one of the few pillars of Trust in Vacuo society, so their Huntsmen are often seen as respectable authorities, at least those who haven't run off the start illegal desert fight clubs. Vacuo prefers to ignore those ones.

Menagerie: Menagerie lacks a set of formal huntsmen, though the Samurai of the Menagerie Guard inhabit a similar but perhaps older societal role. Several Menagerian's have taken Huntsmen classes, particularly in Vale where do the close friendship between Councilman Ghira Belladonna and teacher Peter Port, several Menagerian students haven taken classes at Beacon, the results have been mixed, but seem promising.

Concept: Brave warrior, imagine the main character of a Cabella game if their job was saving the world, weapons expert

Initial Aura: 5

Initial Willpower: 2

-----Special Maneuvers-----

Punch

Dash Punch (2)

Meteor Punch (4)

Dragon Punch (4)

Dashing Punch (5)

Flaming Dragon Punch (5)

Scythe

Bonk (1)

War Scythe (1)

Underground Spiral (1)

Overhead Strike (2)

Spinning Counter (3)

Flick (3)

Hurricane Slash (3)

Gun

Fire Dust (1)

Quickdraw (2)

Bullet Launch (4)

Multi-Blade

Weapon Shift (0)

Weapon Shift: Expanded (2)

Launching Slash (2)

Block

Heat Absorbition (2)

Grab

Suplex (1)

Athletics

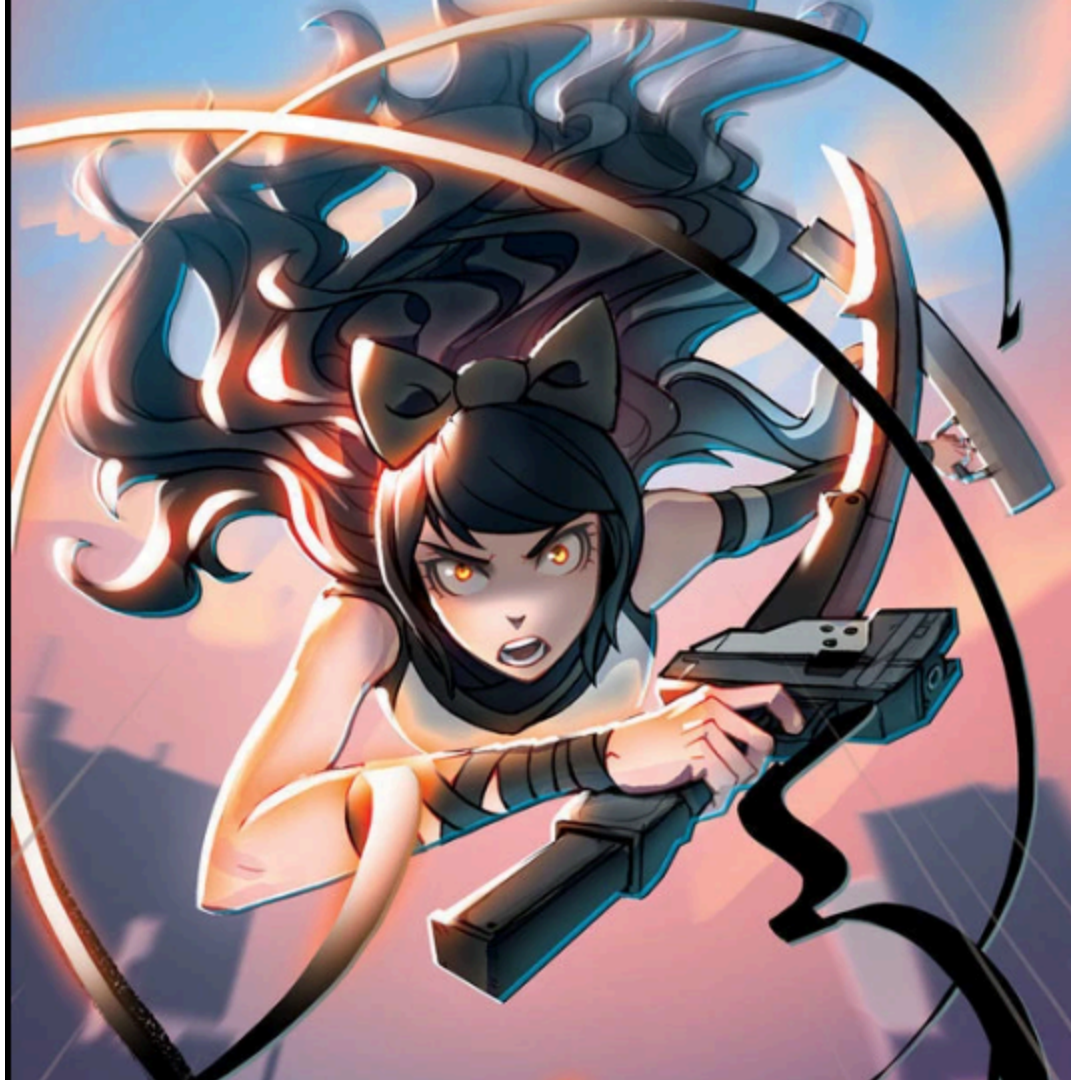
Berserk (3)

Focus

Flaming Fist (3)

Overwhelming Inferno (5)

Heal (5)



WHITE FANG

Known by many names, The Terror, the Grimm Mask, the Saints of Phobia, The White Fang run Southern Mistral, in a way that's hard to deny.

Starting out as a Faunus Advocacy Organization ran by Ghira Belladonna, before his shift to Menagerie Politics, that slowly became more and more violent, especially after the shift to their current Empress, Sienna Khan, who emphasized a rule by fear strategy, those who are afraid of you are easy to manipulate and thusly easy to control.

That's not to say White Fang are purely evil per say, they care very deeply about justice, and villages under their protection, at least those with nice Champions tend to be safer than the rest

of Southern Mistral, and even ones with crueler champions note it's better than what the government gives.

Still, White Fang hasn't made very many friends on the public scene, Mistral hates them for being faunus and their deliberately created aura of fear, Menagerie hates them for being Mistrali knock offs of their home grown samurai, the rest of the world considers them dangerous terrorists. And it's not like they're entirely wrong for that, White Fang has done crappy things, they have ties to organized crime, they tend to act obsessive in the name of justice, hunting down those even partially related to a crime they perceive.

In invasions of Grimm, Hunters and White Fang make strange bedfellows but they share a common enemy. Perhaps even in scenarios like this friendship can bloom, perhaps the north and south have more in common than they think. Perhaps peace can be in Mistral and White Fang and the Mistral Government can learn to live and let live. Lionheart hasn't made a move against them for whatever reason (likely cowardice) and Sienna seems content to run her slice of mistral through the shadows.

Or maybe they'll all shoot each other again and the rivers of Mistral will run red forevermore.

Either way White Fangers don't have the best reputation, if you're a member of White Fang you get an extra point in Intimidation and have -1 Honor.

Schools: Joining White Fang is often up to Champions, the direct officers of the Lieutenants, taking young faunus and deciding to make them join up with them. Thus whoever teaches White Fang is often down to the individual champion's personality, some are excellent teachers, others have the desire to do well, if not the means, others use teaching as an excuse to get free labor. Like a lot of things with White Fang, it depends.

Membership: The members of White Fang always wear the masks of grimm in battle, initially a tradition among Mistrali prosecutors, White Fang has taken them in pursuit of their justice. Not to say every member joined for the sake of justice, several wanted some way to protect their village as Mistral's Grimm lay ever nearer, and found the lending sword of White Fang, others still are personally loyal to another member and joined for their sake. Still, your character joined what is essentially a terrorist organization for some reason, remember that they likely care about something in their life more than others lives, your job is to find out what that is.

While the majority, around 99.99% of White Fang are Faunus, there is no rule that a human couldn't technically join. There is simply common sense.

Initial Aura: 5

Initial Willpower: 2

Concept: Terrorist, ninja, slasher-movie villain

Special Maneuvers

Punch
Shinkan-ken (3)

Sword
Counter-Slash (2)
Aura Slash (2)
Unwieldy Parry (3)
Multi-Hit Deflection (4)

Whip
Whip Grab (2)
Poison Wires (2)
Reaching Slash (2)
Choking Wire (3)

Multi-Blade
Dashing Strike (1)
Power of Fear (3)

Block
Energy Reflection (3)

Athletics
Berserk (2)
Diving Strike (2)

Focus
Venom (2)
Shrouded Moon (2)
Shadow Clone (3)
Burning Copy (3)
Blind (4)
Aura of Inescapability (4)
Pain Without Love (4)



Atlas Operative

The Atlas Government is heavily reliant on its own armed forces program, in fact the ostensible head of the government, Director James Ironwood is considered the head of the program and is deeply personally involved with the military, to an extent that is hard to overstate.

In theory the Atlesian Military is a well oiled machine, each soldier having a place on a very hierarchical system, at the top stands Ironwood himself, and then are the Ace-Ops top of the line Atlesian soldiers, then the Specialists who are soldiers who have proven themselves as leaders, beneath them stand the average Huntsmen of the group, and at the bottom stand the footsoldiers, those who never managed to make it through a full academy year but Atlas has decided to keep them around.

In practice, the organization tends to struggle with a mix of intersquad infighting and the ingrained loyalty can tend to give a bad ability to stop some midcarder from getting lucky with a

promotion and going on a power trip on some poor junior, and a motley of poor communication, alongside the class problems typical of Atlas. Still, it could be worse, they are not as racist as they used to be. If Ironwood has done one thing, it's that. It's probably the reason he got the job in the first place.

Still, for the organization's many faults, they can be remarkably impressive, Central Atlas has been facing Grimm hordes sometimes larger than those faced during the great war and still mostly standing, for all their faults, without them it's likely the world would be a much worse place.

One thing to note about the organization is its focus on Cybernetics, James Ironwood got half his body sawed off saving his at the time partner (whose name was mysteriously scrubbed from the record) and has since then been a major advocate for cybernetics, leading to them becoming much more common place in the Atlas Military than elsewhere, who often find the effect in particular the sense of distortion of the body unpleasant.

Schools: Atlas Academy takes in students from all around Solitas, from Atlas itself and the surrounding city of Mantle, to the boonie regions of Essen whose few schools are often stuck with outdated tech, and sorts them into squadrons. Students at Atlas are encouraged to think in terms of strict professionalism and loyalty to commanding officers, something Atlas is, for better or for worse known for, in stark contrast to the focus on fraternity in places like Vale.

People: Anyone can make it as an Atlas Soldier, but not everyone can rise the ranks. Atlas is known for two things, it's obsession with loyalty, and it's strange, easy to enter and easy to lose schooling system. Students are over the course of their classes sorted into different categories, while a minority become full Huntsmen, most students who manage to get in are sent off to become footsoldiers, the lowest rank in the military with little, but not no, room for promotion.

This especially sucks for students from Mantle or places like Essen or the more countryish regions of Solitas, who often lack the privileges of their Atlasian counterparts and are often sorted into the ranks early for the poor teaching at their schools. Still, hard is never impossible, and perhaps you could have the courage to be the footsoldier who climbs the ranks, or defects and becomes a White Fang Lieutenant, your choice.

Starting Willpower: 6

Starting Aura: 1

Concept: Solider, cyborg, military-type

Special Maneuvers

Gun

Explosion Powder (1)

Fire Dust (1)

Ice Dust (2)

Snipe (2)
Gravity Shot (2)
Multishot (3)

Sword
Startling Uppercut (2)
Aura Slash (3)

Multi-Blade
Boomerang (2)
Overwhelming Power (3)
Weapon Shift: Expanded (3)

Athletics
LightFeet (3)

Focus
Grace Platform (1)
Icy Mist (2)
Root (2)
Freezing Blast (3)
Ice Blast (3)
Launch (3)
Freeze (4)
Time Dilation (5)



Menagerie Guard

The island of Menagerie is often seen as a strange and exotic place by foreigners, an island of faunus, how absurd, and its protectors are even more exoticized, instead of huntsmen they are known by their traditional name, the samurai. Yet in spite of the difference in name, they share something of a common goal with huntsmen.

Around 2000 years ago, when the first (known) government as Menagerie was formed, a group of swordsmen known as the samurai were created to protect the kingdom, and through the years their importance at first greatly rose, but then wavered, becoming lost to time known mostly as historical figures, only remembered by the technique of blacksmithing. Whom they pioneered, allowing for the creation of Crimson Blades.

And then came the days of conquest, when Mistral had taken over Menagerie and had forbidden its traditional arts, and unrest was brewing. Out from the heavens to fight the cruel Mistral government was the first saint Yamato Isaragi, whose swordsmanship helped kick start the revolution, a blacksmith he was born and raised on the stories of samurai he fashioned himself after one on his quest to see Menagerie free from Mistral's cruel reign.

While he would not live to see freedom, his memory was honored by the rest of the revolutionaries, who took on blades themselves and kept a similar fashion which was inherited by the current government when it came time to form a defense force.

People: In many ways, the role of the samurai is similar to that of a huntsman, they protect villages from Grimm, often come in packs but they differ in a few key ways, first is they often come in packs of 4 or 5 when most Huntsmen, even Valean ones tend to be more independent, another is that they act in service of the Menagerie government instead of a non-governmental board of huntsman, and are thusly primed to serve the sovereignty of Menagerie. In that way they resemble Atlassian Operatives the best.

While the Menagerie Guard is not exclusively allowed for faunus, the majority of people living in Menagerie are faunus, as thus so are the majority of the Menagerie Guard.

Schools: The teachings of the samurai are often kept to the old, those who remember the revolution itself often take it upon themselves to teach the newer generations. Alongside that, swordsmanship is considered a bit of a traditional art in Menagerie, and thus is often handed down from parent to child, as is the case with those.

Concepts: Samurai, swordsmen, animal person

Initial Aura: 4

Initial Willpower: 3

Special Maneuvers

Punch

Dragon Punch (4)

Sword

Lightning Unseathe (1)

Blade Launch (2)

Blocking Edge (2)

Unwieldy Parry (2)

Counter Slash (2)

Aura Slash (3)

Lightning Slash (3)

Multi-Hit Deflection (3)

Double Blade (5)

Baton

Baton Sweep (1)

Spinning Dance (4)

Multi-blade

Parry (0)

Athletics

Inner Balance (1)

Freefall (1)

Berserk (3)

Focus

Shrouded Moon (2)

Water Walking (2)

Balance (3)

Nothing Personal Kid (5)



Criminal

The shine of Remnant has a dark underbelly, social desperation, desire for immoral fun and a desire of the renown of the underworld have dragged many down the dark path of becoming a member of the Underworld.

Perhaps, nowhere is more famous for its underworld than Vale, the 6 mafia families that rule Vale are known from the politicians that work under them, to the Huntsmen trying to avoid them, but from the Spider Family of Mistral, to various illegal fighting rings in Vacuo, to the trafficking done by the Glass's, there's a criminal syndicate in almost every major city in Remnant.

Of course, that's not to say that there's a true uniform evil in Remnant, even criminals have noble people among them, just as Huntsmen have corrupt bastards in their ranks. From those inheritors who desire to protect their family, to the simply desperate want to keep their morals at bay, to those lured in by the promise of "honor", while they don't last long you can find good people if you look hard enough.

Most notable when talking about heroic Criminals is the life of Vale's most famous thief, a man known only as the Phantom, who in the time after The Great War stole from the rich and powerful of Vale with his crew known as the Quartet. He was said to never take a life in battle, as it would be a disrespect to the art of thieving. Then at his prime, he seemingly just disappeared one day. He is known nowadays as a living legend.

Recently, one author known as K.B. has created a series of novels based on the exploits of The Phantom, novels seemingly incredibly well researched and accurate. This has sparked a bit of the drive as a few have tried to take on a similar way of life. Of course, success has been marginal but perhaps Vale needs a new Hero of the Underworld.

School: You don't learn how to be a criminal in school, you learn it by experience. Many of those forced into poverty, unable to access education, have taken to crime as their style, it's said no two criminals fight the same, but to them experience is their teacher.

People: All sorts make up the underworld, from the desperate and poor, to those kicked out of society for violence trying to make a name for themselves, to the powerful mafia dons heirs to the empires their family built whether they want to be or not. One thing is assured, none of them are on the side of the law.

Initial Willpower: 4

Initial Aura: 3

Concept: Mobster, phantom thief, scoundrel

Special Maneuvers

Kick

Double-Hit Kick (1)

Reverse Frontal Kick (2)

Diving Kick (2)

Bob and Weave (4)

Gun

Fire Dust (1)

Quickdraw (2)

Multishot (2)

Meteoric Bomb (2)

Bullet Launch (4)

Baton

Baton Sweep (1)

Spinning Dance (2)

Esper Pierce (2)

Shadow Stabbing (4)

Whip

Poison Wires (3)

Shield

Ally Block (2)

Grab

Kidnapping (1)

Athletics

Freefall (1)
Backflip (2)
Inner Balance (3)
Displacement (3)
Light Feet (3)

Focus
Icy Mist (3)
Shadow Copy (3)
Shrouded Moon (3)
Master of Disguise (4)

Techniques

Punch

Meteor Punch

Prereq: Punch 4, Athletics 2, Jump

PP: Huntsman Boxer 4

A powerful maneuver, the user leaps into the air before crashing below, sending shockwaves to anyone beneath her.

System: Meteor Punch counts as an aerial maneuver and can be used to block projectiles. After finishing the attack, anyone in a surrounding hex-square as the target must roll a weak stamina check or else be knocked down, this does not affect aerial targets. Meteor Punch in fact does not hit aerial targets.

Cost: 1 Willpower.

Speed: -1

Power: +4

Move: None

Dash Punch

Prereq: Punch 2, Athletics 3

PP: Huntsman Ker Dit 2, Any 3

A powerful maneuver where the user rushes towards their opponent to land a devastating punch.

System: Use the modifiers below.

Speed: -1

Power: +1

Move: +3

Kick

Diving Kick

Prereq: Kick 2

PP: Kickboxing 1, Criminal 2

A maneuver done by diving in front of your opponent kicking them to throw them backwards.

System: Anyone hit by this maneuver is knocked back 2 hexes.

Speed: +2

Damage: +1

Move: -1

Bob and Weave

Prereq: Kick 4, Baton 4

PP: Criminal 4

The user bobs and weaves combining their batons based attacks with their kick based attacks to perform a devastating double combo.

System: This acts as a two hit maneuver , first attacking with the kick where you use the modifiers below, before switching up to using the baton, where you use the weaker but faster basic attack of your baton. If a target successfully soaks all damage from the kick attack, they are -2 to soak to baton attack.

Speed: +1

Damage: +0

Move: -1

Scythe

The first in the list of weapon based maneuvers, each maneuver here requires the user to be wielding a scythe to use. This is shared with all maneuvers in a weapons category, except Mutli-Blade maneuvers, who have their own category.

Overhead Strike

Prereq: Scythe 2

PP: Huntsman 2, Any 3

The user strikes with their scythe over their opponents head in order to deal damage to both aerial and grounded opponents.

System: If this maneuver hits an opponent using an aerial maneuver, it knocks them down to the ground, inflicting a knock-down on them.

Speed: +0

Power: +2

Move: -1

War Scythe

Prereq: Scythe 3, Weapon Shift

PP: Huntsman 1, Any 2

The user changes their scythe into its War Scythe form, using its longer reach to act as a spear.

System: By using the longer length of the scythe, this maneuver can hit any target in up to 3 hexes straight ahead of the Scythe-user. If there are two targets on the hexes that are less than 3 spaces away in a straight line from the scythe user, they can hit both of them.

Speed: 0

Damage: +2

Move: -1

Underground Spiral

Prereq: Scythe 1

PP: Huntsman 1, Any 2

The user ducks and uses the back end of their scythe to knock down their enemies.

System: This maneuver attacks all targets in the hexes both shared by the scythe user and those in the six adjacent hexes to the user. Those hit by this maneuver are hit by Knockdown, but take no damage.

Speed: -2

Damage: 0

Move: -3

Spinning Counter

Prereq: Scythe 2, Block 2

PP: Huntsman 3, Any 4

Speed: +3

Power: -1

Move: -3

The user uses the back end of their scythe to block their opponents attack, spinning around to prevent any damage.

System: The turn this user uses their attack, they have +2 Soak against Bullet attacks, thanks to the spinning of their scythe guarding them from bullets.

Dancing Scythe

Prereq: Scythe 2, Strength 4

PP: Any 3

The user dances around with their scythe, using it to maneuver an enemy into an advantageous position.

System: This maneuver can only be used on a target in an adjacent hex to the user. When the target is hit with this maneuver, you can move them to another adjacent hex to the user.

Speed: -2

Power: +1

Move: -1

Bonk

Prereq: Scythe 1

PP: Huntsman 1, Any 2

The user uses the back-half of their scythe as a battering ram, using it to knock out their enemy.

System: Any target hit by this maneuver must roll their Stamina against your strength, if your strength is higher, the enemy is knocked down.

Speed: +2

Power: -1

Move: 0

Shinigami

Prereq: Scythe 2

PP: Any 2

A basic scythe maneuver, the user spins the scythe in a simple overhead slashing motion.

System: Use the modifiers below.

PP: Any 2
Speed: +1
Damage: +2
Move: +1

Flick

Prereq: Scythe 4, Strength 2, Block 3
PP: Huntsman 3

A signature technique of the scythe wielder, they use the battering power of the scythe to launch an enemy projectile back at them.

Maneuver: The scythe wielder uses their scythe as a battering-weapon, reflecting any kind of projectile attack. The user must roll their strength against the projectile attack, with the success rate equal to the Damage of the maneuver; if the user succeeds, the attack is reflected back at the user of the maneuver in the direction they were originally being sent from. If this hits the user, they roll their damage against themselves, but anyone else must roll damage against the original user.

Speed: +4
Damage: +0
Move: +1

Hurricane Slash

Prereq: Scythe 4
PP: Huntsman 4, Any 5

A dangerous yet powerful technique, by swinging their scythe in a spiral motion around them they pick up an hit a multitude of enemies in one blow

System: The user rolls damage against every person in the surrounding 6 hexes to their user.

Speed: +1
Damage: +3
Move: -1

Gun

Fire Dust

Prereq: Gun 2
PP: Huntsman, Atlas Military, Criminal 1, Any 2

The user loads their gun with flame dust, allowing them to set fire to whoever is hit with their shot.

System: As with all Gun maneuvers, this maneuver can hit any target in an uninterrupted straight line from the user, this system is considered self-evident with all Gun maneuvers and will not be mentioned, unless a maneuver actively messes with this rule. Similarly all guns calculate damage using Wits instead of Strength, this is the same across all Gun maneuvers

unless noted, and is thus not worth mentioning on all Gun maneuvers. Use the above system to deal damage. Any damage dealt is considered Fire Damage.

Move: -2

Speed: -1

Damage: +2

Ice Dust

Prereq: Gun 2

PP: Atlas Military 2, Any 3

The user loads their gun with Ice Dust, letting them freeze their enemy in place.

System: The target of the maneuver, when hit, must roll for Stamina, then for the next turn the target movement and speed are decreased by 5 minus the number of successes they had with Stamina.

Move: -1

Speed: 0

Damage: +1

Snipe

Prereq: Gun 3

PP: Atlas Op 2, Any 3

The user unleashes a sniper rifle, allowing them to hit any target from any distance.

System: This maneuver can target any target on the board, ignoring line of sight or any other requirements. This maneuver ignores blocking outside of the Dodge Bullets Skill.

Speed: 0

Move: -2

Power: +1

Bullet Launch

Prereq: Gun 5, Weapon Shift,

PP: Huntsman Criminal 4

The user uses the combination of their hybrid weapon to act as a board and uses their gun to rocket themselves across the field.

System: The user first picks where they want to move with this maneuver, it must be at least 4 or 5 spaces away from their current space. They then shoot a bullet in the opposite direction of where they want to go, hitting any available target in that space using the stats below, but simply landing in the ground if they don't. Then the user rockets back to that space.

This maneuver counts as an Aerial Technique

Speed: -1

Damage: -1

Move: +5

Gravity Shot

Req: Gun 3

PP: Atlas 2, Any 3

The user launches a bullet laced with gravity dust, allowing them to launch their opponent back a number of spaces.

Maneuver: Calculate with the stats below. Any target who is hit with this maneuver, unless it is blocked, is launched backwards 2 hexes.

Speed: 0

Move: -1

Power: +1

Explosion Powder

Req: Gun 1

PP: Atlas 1

The user throws dust at the target, causing them to become explodeable.

System: Does not deal damage. The user launches dust at their target, which stays on them for 3 turns unless they are hit with a Fire or Gun attack, if they are hit with a Fire or Gun attack, they explode, dealing damage calculated by the stats below as gun damage.

Speed: -1

Power: +3

Move: -1

Pinpoint Shot

Prereq: Gun 5, Focus 5

PP: Any 5

The user steadies their natural aim, gaining an uncanny awareness of the world around them, through this they can hit weak points in enemies they normally couldn't.

System: When using the unnatural accuracy granted in Pinpoint Shot, the target can target their opponents weak spots. For this maneuver, decrease your opponent's stamina equal to your Focus.

Speed: -3

Power: 0

Move: -1

Multishot

Prereq: Gun 3, Wits 1

PP: Criminal 2, Atlas Op 3, Any 4

The user chooses two targets to hit with their gun, using excellent reflexes to hit multiple targets at once.

System: Instead of the standard Gun shooting rules, the user may target any target that is within 4 hexes of the user. The user also selects 2 different targets to use this attack on, calculating damage for both targets.

Speed: 0

Damage: +1

Move: -1

Quickdraw

Prereq: Gun 2

PP: Huntsman Criminal 2, Any 3

It's said the first gunslingers of Vacuo were able to draw their guns so fast they could be mistaken for lightning. Using this you can maneuver your gun fast enough to outspeed a few blocks.

System: Use the stats below

Speed: +3

Power: 0

Move: -1

Meteoric Bomb

Prereq: Gun 2

PP: Criminal 2, Any 3

The user replaces the bullets in their gun with a bomb, and launches that at their opponent.

System: Like Multishot, this maneuver instead of doing standard Gun rules, chooses any target within 4 hexes of the target to hit. Calculate damage with statistics below.

Speed: -1

Damage: +3

Move: -1

Sword

Counter-Slash

Req: Sword 3

PP: White Fang Menagerie Guard 2

A powerful attack that uses the user's defensive profile to counter their strikes.

System: So long as you Parried last turn, this maneuver ignores Blocks and has +2 speed.

Calculate damage using the numbers below.

Speed: +2

Damage: +2

Move: -2

Aura Slash

Prereq: Sword 2, Focus 3

PP: White Fang 2, Atlas Op Menagerie Guard Ninjutsu 3, Any 4

The user uses their own aura as a blade, cutting down an enemy in a straight line at the cost of leaving them vulnerable.

System: When utilizing this maneuver, the user selects one direction around them, for 3 hexes in that direction, a blast of the user's own aura is sent on them for a mighty slash. Anyone within those spaces is hit by the maneuver below. During the turn after the user uses this maneuver, their aura is left weak, and thus if they take damage that turn, they are knocked-down. This maneuver can be used if the user is unarmed or wielding a non-sword weapon.

Cost: 3 Health

Speed: +1
Power: +3
Move: +1

Startling Uppercut

Prereq: Jump, Sword 2
PP: Atlas OP 2, Any 3

The user launches into the air, selecting one airborne opponent, and uses their sword to perform a devastating uppercut.

System: This maneuver is an uppercut that counts as an aerial maneuver, and can be used as a Jump to dodge projectiles, like Dragon Punch. Unlike Dragon Punch however, this maneuver can only be used on those currently airborne.

Speed: +2
Damage: +2
Move -2

Lightning Unseathe

Prereq: Sword 2
PP: Menagerie Guard 1, Any 2

Quicker than the mind's eye, the user wields their blade so fast they sheath and unsheathe it before their opponent can even respond.

System: Calculate damage with the stats below. The turn you use this maneuver your opponent cannot disarm you.

Speed: +4
Power: +1
Move: -1

Blade Launch

Prereq: Sword 2, Gun 1
PP: Menagerie Guard 2, Any 4

The user launches their sword straight, using the sword's power as a battering ram, however doing this leaves them disarmed.

System: This maneuver can hit any enemy in a straight line like a Gun attack. Any enemy struck by this maneuver must roll a Stamina round to avoid being knocked-down. However after using this maneuver the user is considered disarmed, thanks to throwing their sword. The sword itself is left lying in the ground where it is thrown and can be picked up by anyone with at least Sword 1.

Speed: +1
Damage: +4
Move: -1

Unwieldy Parry

Prereq: Sword 2
PP: Menagerie Guard 2, White Fang Ninjutsu 3, Any 4

The user uses a minimal amount of effort, using the desperation of the block to pump up their own spirits and use it to gain aura.

System: This maneuver works the same as a regular Parry, it is simply slower. If you take no damage, but do soak an attack the turn you block with this maneuver, you gain 1 Temporary chi

Speed: +1

Damage: None

Move: -1

Blocking Edge

Prereq: Sword 3

PP: Menagerie Guard 2, Any 3

A dual attack, acting as both a weaker parry and a weaker slash at the same time.

System: The turn this user uses this attack they have +2 Soak against Weapon-based attacks.

Speed: +2

Damage: None

Move: -1

Double Blade

Prereq: Sword 4, Focus 5, Shadow Doppelganger

PP: Menagerie Guard 5

The user performs a double attack, using both their own body and that of a shadowy doppelganger to strike at their opponent, performing a true double trouble.

System: Use the maneuver alongside another one of your sword maneuvers. This maneuver creates a shadow doppelganger performing the attack behind your opponent, that doppelganger is an exact copy of you performing the other attack, while you use the numbers below to perform this attack.

If the doppelganger is hit it disappears, and if it hit before it performs the attack, it does not perform the attack. At the end of the turn, the doppelganger disappears.

Cost: 2 Aura

Speed: -3

Damage: +3

Move: -3

Lightning Slash

Prereq: Sword 4

PP: Menagerie Guard 3, Any 5

The user launches themselves forward, performing an incredibly fast sword slash.

Cost: 1 Willpower

Speed: +4

Damage: +3

Move: +1

Multi-Hit Deflection

Requirements: Sword 3, Parry

PP: Menagerie Guard 3, White Fang 4

A special technique, but spinning their sword around their body, those of the Menagerie Guard perform a special guard allowing for deflection on all angles.

System: This maneuver acts the same as the standard Parry, however if you are attacked, and you soak at least some of the damage, add that maneuver's Damage to your stamina for the sake of soak for the rest of this turn

Speed: +4

Damage: None

Move: +0

Cutting Pierce

Requirements: Sword 2

PP: Any 2

A unique maneuver where the user uses their body to dash through their opponent, using their sword to knock them out the way.

System: For the sake of this maneuver, you ignore the rule of not moving through other characters, your conviction pushes them aside. Use the stats below.

Speed: -1

Power: +1

Move: +2

Hammer

Punish

Prereq: Hammer 1

PP: Any 2

The user slams down on their opponent with great force, inflicting a dangerous amount of damage on them.

System: The force of the maneuver is greatest against the ground, making it most useful against a crouching or knocked down enemy, against them it deals +2 more damage. This maneuver cannot hit aerial targets.

Speed: -1

Damage: +2 (see above)

Move: -1

Slam

Prereq: Hammer 2

PP: Any 3

A powerful and heavy maneuver, by using the weight of their hammer, the user is able to knock basically anyone out.

System: If this hit an opponent and they aren't blocking, they must roll a Stamina check, if they fail they are dizzied.

Speed: -2
Power: +4
Move: -2

Earthquake

Prereq: Hammer 3, Strength 3
PP: Any 3

The power of the hammer need not always be used on your enemies, in fact it is often easier to have it on the Earth, in the hopes of knocking your foes down. By crashing their hammer into the ground, the user creates a shockwave that knocks down opposing enemies.

System: All enemies in surrounding tiles to the users are sent the shockwave, Anyone standing on those hexes is thus knocked-down, even if they were blocking or hadn't suffered any damage.

Speed: -1
Power: -1
Move: None

Upgraded Earthquake

Prereq: Hammer 5, Strength 5, Earthquake
PP: Any 4

A stronger version of Earthquake, instead of sending a shockwave in a small line, the shockwave is sent across the battlefield, hitting enemies up to a mile away.

System: Upgraded Earthquake works identically to regular Earthquake, except with one exception, it hits many more targets, instead of simply targeting those in adjacent hexes, it targets those in hexes up to 5 squares away from the user. Anyone up to 5 squares away are now in the affected target

Cost: 1 Willpower
Speed: -2
Power: +1
Movement: None

Hammer Dash

Prereq: Hammer 4, Stamina 4
PP: Any 4

The most skilled hammer users don't merely swing their hammer, they move with them, jumping and leaping with the grace of drunk butterflies, and the sting of freight trains.

System: Use the stats below

Speed: -2
Damage: +4
Move: +2

Baton

Baton Sweep

Prereq: Baton 1

PP: Menagerie Guard or Criminal 1, Any 2

A baton technique for stunning opponents, using the nature of the weapon to trip their enemy.

System: When this maneuver hits, and is not blocked, your opponent must roll a wits die, if they fail, they are knocked down.

Speed: +1

Damage: -1

Move: 0

Spinning Dance

Requirements: Baton 2, Parry, Block 2

PP: Criminal 2, Menagerie Guard 4

A unique parry, by spinning their baton, they maneuver their weapon in such a way it prevents all damage from the front.

System: The maneuver acts the same as the regular Parry, however you get an addition +2

Soak for blocking bullets. Alongside that, any Baton maneuvers you use next turn get +1 Speed in addition to the speed gained off of Parrying.

Speed: +4

Damage: None

Movement: 0

Shadow Stabbing

Prereq: Athletics 2, Baton 4

PP: Criminal 4

Using their quick reflexes and weapons' unique slim properties, criminals and thieves are able to use their weaponry most graciously to hit opponents even in a flurry of blows.

System: The user of this attack gets to roll 3 times to deal damage with this maneuver, hitting their opponent thrice.

Cost: 1 Willpower

Speed: +1

Damage: +0

Move -1

Esper Pierce

Prereq: Baton 3

PP: Criminal 2, Any 4

A quick jab, often used after blocking a maneuver to mess with opponent heads.

System: Thanks to the confusion caused by blocking, this maneuver gets +2 Speed after blocking, in addition to any other benefits granted by blocking

Speed: +0

Damage: +2

Move: +1

Whip

Whip Grab

Prereq: Whip 1, Athletics 1

PP: White Fang 2, Any 3

A grab based maneuver , the user uses their whip to grab onto an opponent from far away.

System: Works as a grab, however the user can use the maneuver from up to one hex away from the target and the user does not have to move to the target's hex.

Speed: 0

Power: +1

Move: 0

Poison Wires

Prereq: Whip 1

PP: White Fang Ninjutsu 2, Criminal 3

Using the wires of their whip, the White Fanger member is able to inject a deadly poison into their maneuver , allowing them to hurt their enemy.

System: After the maneuver lands successfully, the victim must succeed a Stamina roll, if they fail, after each action they take this battle, they lose 1 health. This goes away after the end of the battle.

Speed: +1

Power: 0

Move: 0

Reaching Slash

Req: Whip 2

PP: White Fang 2, Any 3

A long ranged maneuver , using a distinct function of their whip, the user is able to launch it to punish enemies who are trying to escape.

System: This maneuver can hit any enemy who is less hexes away than the number of points you put into Whip, who is not blocked by another object in the way. Use the stats below.

Speed: +1

Damage: -1

Move: +2

Choking Wire

Req: Whip 3, Grab 1

PP: White Fang 3, Any 4

Speed: -1

Power: +2

Move: +0

A technique used for the purposes of control, the White Fang member uses their whip as a chain to keep an enemy tied up, choking them out.

System: This is a maneuver Sustained Hold that lets the user keep the held opponent within their whip, it inflicts damage each turn the hold is maintained, though they use the fighter's Whip Technique instead of their Grab.

Shield

Ally Block

Requirements: Shield 3

PP: Criminal 2, Any 4

This maneuver allows you to instead of guarding for yourself, guard an ally next to you or nearby.

System: When this is used you must share your hex with another character, if a maneuver were to hit that player, they instead hit you. Alongside that, you perform a regular block, although you add +2 Soak to any maneuvers that were meant for the person your protecting

Speed: +4

Damage: +0

Movement: +0

Shield Bash

Requirements: Shield 1

PP: Any 2

A bashing maneuver, the user uses their shield to bash their opponent, while still using it as a shield.

System: While using this maneuver, you get 1 extra stamina for Soak of attacks. Calculate damage using the stats below.

Speed: +1

Damage: +0

Movement: +1

Multi-Blade

Multi-Blade Maneuvers are maneuvers that use, or are allowed to use multiple different weapons, as mentioned in the below, however their prereqs are often for one weapon in specific, or sometimes you need the skills of multiple weapons. A good weaponmaster can maneuver the skills from one moveset of weaponry to another.

Parry

Prereq: Sword 1

PP: Menagerie Guard 0, Any 1

System: Parrying is somewhat similar to the Unarmed Blocking Equivalent. When parrying add your Weapons Technique level to your Stamina for the sake of blocking. On the turn after you've parried, you may add +2 to the speed modifier of a maneuver if it uses the weapon you used to parry.

Speed: +4

Damage: 0

Movement: 0

Useable Weapons: Baton, Sword, Scythe

Spinning Back Slash

Prereq: Scythe 2

PP: Any 2

This maneuver uses the user's cylindrical weight for its damage, pivoting 180 degrees to perform an outstretched backslash. This maneuver was taken from Warriors Pride 2, a fan magazine dedicated to Street Fighter: The Storytelling Game.

Needed Weapons: Sword or Scythe

Speed: -1

Damage: +2

Move: +1

Launching Slash

Prereq: Scythe 3, Jump

PP: Huntsmen 2, Any 4

The user launches into the air, sending both themselves and their target flying, while slashing them with an uppercut of their blade of choice.

System: This maneuver counts as an aerial maneuver and can block projectiles, but also launches the target of the maneuver into the air, so whoever is hit with this maneuver also dodges projectiles.

Cost: 1 Willpower

Speed: +2

Power: +3

Move -2

Uses: Sword or Scythe

Dashing Strike

Prereq: Whip 1

PP: White Fang 1, Any 2

The user uses their whip or whatever weapon they have in a leaping motion, allowing them to move across the battlefield quicker.

System: Calculate with the numbers below

Speed: +0

Damage: +0

Move: +2

Useable Weapons: Whip, Sword or Baton

Power of Fear

Prereq: Intimidation 4

PP: White Fang 3

A powerful maneuver, it uses the fear set into the opponent to deal its damage.

System: This maneuver's damage is decided by your Intimidation level, for each point of Intimidation you have, this move does +1 more damage.

Speed: -2

Damage: See above

Move: -1

Useable Weapons: Hammer or Sword

Overwhelming Power

Prereq: Hammer 2, Strength 4

PP: Atlas Op 3, Any 4

A powerful maneuver, the users use their pure strength to launch their opponents backwards.

System: When this maneuver is performed, the target takes a Stamina roll, if they fail, they are dizzied. Either way the target is launched backwards 2 spaces.

Speed: -3

Damage: +4

Move: -1

Useable Weapons: Hammer, Sword or Gauntlet

Boomerang

Prereq: Any Weapon 3

PP: Atlas OP 2

The user uses the power of gravity dust to call their weapon back to them, saving them from being disarmed.

System: This maneuver can only be used if the user has been disarmed and has their weapon detached from them somehow, while the weapon is still on the battlefield. The user then calls their weapon back to them, causing the weapon to come flying towards the user.

Any people in the way of the weapons and are hit by the weapons weakest basic attack, although during calculation damage from the users strength is halved, as the weapon zooms past them, though this counts as a projectile and can be jumped over by Jump or other aerial maneuvers.

If the weapon is a gun, it does not actually attack them, but still flies through them.

If there is something like a large wall or something the weapon otherwise wouldn't be able to get past in the way, the maneuver is stopped, otherwise the weapon returns to its user, and they are no longer disarmed.

Speed: +1

Damage: See above

Move: -1

Weapon Shift

Prereq: Points in techniques for at least 2 weapons.

PP: Huntsman 0, Any 1

In the world of remnant it's said that there is not much use in having many weapons that there is in having one Weapon that does everything. So long as you have 2 weapons you have techniques in you can use this, and allow you to switch between those two weapons with the push of a button.

System: To start, pick two weapons you can use, like say you have 3 ranks in sword and 1 rank in Gun. You can combine these two to create your own weapon, so now instead of having a sword and a gun, you now have a sword gun, and by using this maneuver you can switch them. This is better explained in the Make your own Weapon segment.

In combat, you can use this to switch between the two weapons, if you are in one Weapon mode, like say Sword mode and want to shift to Gun-Mode for your weapon, you may play this card alongside your Gun mode attack, and now you can use the maneuver s in Gun mode, though now you can no longer use the maneuver s in sword mode until you use this maneuver again.

When this maneuver is played alongside another maneuver , alter that maneuver s stats by this maneuver s stats.

Speed: -3

Damage: 0

Move: 0

Weapon Shift: Expanded

Prereq: Weapon Shift

PP: Huntsman 2, Atlas Op 3

A more advanced weapon switching system, it allows for both faster weapon switches and allowing for three weapons at a time

System: This maneuver works identically to Weapon Shift, though you lose less speed when using a maneuver . You may now add a third mode to your weapon, so if you have a Gun/Sword you may turn it into a Gun/Sword/Hammer.

Speed: -1

Damage: 0

Move:0

Block

Sword Defense

Prereq: Block 2

PP: Any 1

Similar to Kick Defense, Sword Defense uses a mix of ducking, bobbing and deflecting to defend against a fighter using a Sword, Baton or Scythe.

System: This operates as a standard Block Maneuver, except that the fighter is +4 to Soak Sword attacks and +3 to Block Baton or Scythe attacks and -2 to Soak any other type of

maneuver. This Soak modifier is added or subtracted to the fighter's normal Blocking Soak Total.

Speed: +4

Damage: None

Move: None

Dodge Bullets

Prereq: Block 2

PP: Any 1

Similar to sword defense, through a mix of careful movements dodges and ducks the user uses their aura to help them dodge bullets.

System: This operates as a standard Block Maneuver, except that the fighter is +4 to Soak Gun attacks and -2 to Soak any other type of maneuver. This Soak modifier is added or subtracted to the fighter's normal Blocking Soak Total.

Speed: +4

Damage: None

Move: None

Heat Absorption

Prereq: Focus 3

PP: Huntsman 2, Kabadi 3, Any 4

By using their aura, a user is able to take a remarkable amount of heat, allowing them to absorb heat into their own aura.

System: This turn, if the user of this maneuver would take any Fire Damage, they instead regain health equal to the amount of damage they would've taken.

Cost: 1 Aura

Speed: +4

Damage: None

Move: None

Grab

Kidnapping

Prereq: Grab 1

PP: Criminal 1

A unique form of grab using a gun.

System: Kidnapping is an exact replica of standard grab maneuver, except the user can use it with a weapon.

Speed: +0

Damage: +1

Move: +0

Athletics

Diving Strike

Req: Athletics 2, Jump

PP: White Fang 2, Any 3

By launching themselves out from the air, the target jumps over their opponent to knock them down.

System: This is an aerial maneuver and can be used to dodge any projectile attacks like Jump. When this maneuver hits, the target is knocked down.

Cost: 1 Willpower

Speed: +2

Power: +1

Move: +1

Freefall

Req: Athletics 1

PP: Criminal Menagerie Guard 1, Ninjutsu 2, Any 3

A special maneuver, by maneuvering their body, they can slow their own fall and control where they land.

System: This can only be used in response to a maneuver that sends you into the air, such as Launch or Throw, you take no damage from that attack, and if you are sent to a new square you may instead choose which square to enter from the available squares you could be sent to.

Speed: +3

Power: 0

Move: See above

Berserk

Requirements: Stamina 3, Athletics 1

PP: White Fang 2, Huntsman Menagerie Guard Shotokan Karate 3

The user launches themselves into a berserk rage becoming much stronger in the process but much harder to control.

System: After using this maneuver the user enters into a Berserk state, in this state they cannot use any maneuvers other than attacking maneuvers. While in this state, all maneuvers they do perform get +3 power but -2 Speed. At the end of each turn, they must roll Intelligence with a difficulty of 9 minus the amount of turns they've been in the Berserk state, if they succeed they leave the Berserk state.

Speed: +1

Damage: None

Move: +1

Inner Balance

Prereq: Focus 1

PP: Menagerie Guard 1, Shotkan Karate Kabadi 2, Criminal 3, Any 4

As part of their training members of the Menagerie Guard are taught how to climb atop inchewire threads, this grants them an impeccable sense of internal balance which they use to walk on things like ice without treading

System: The turn you use this maneuver , you cannot get knocked-down, if a technique would knock you down, your character managed to keep their footing. This maneuver can be used alongside other maneuvers, but it decreases the stats of those other maneuvers by its own.

Speed: -1

Damage: None

Move: -1

Focus

Overwhelming Inferno

Prereq: Flaming Fist Heat Control Focus 4

PP: Huntsman 5

The user runs ahead towards an enemy, creating a burst of flame around them as they walk, setting everything in their path on fire.

System: The user first picks a target for their wrath, they must be in an unblocked line from the user. The user dashes towards their target, ignoring any movement restrictions By running at their opponent, the user is able to charge their own body, with this they maneuver so fast that flames burst out upon the ground where they step. Anyone standing adjacent to a square where the user ran across takes 1 point of fire damage. After finishing their run, the user hits their target with the stats seen down below.

Cost: 2 Aura

Speed: +3

Damage: +6

Move: See above

Shadow Copy

Prereq: Disguise 2, Focus 2

PP: White Fang Criminal 3, Ninjutus 4, Any 5

The user creates a shadowy copy of themselves, allowing them to use it to take hits for them instead of the user themselves, while they prepare for a sneak attack.

System: The user teleports to anywhere within 2 hexes of their current space. In their place for this turn, there is a Shadow Copy. The Shadow Copy is an exact copy of the user, except it disappears when hit. Any attacks aimed at the user are now aimed at the shadow copy. At the end of the turn, the copy disappears.

Cost: 1 Aura

Speed: +1

Damage: None

Move: See above

Burning Copy

Prereq: Shadow Copy, Heat Control

PP: White Fang 3, Ninjutsu 4

A variant on the shadow copy technique, the user uses fire dust to turn their shadow copy into a fire version of itself, setting fire to whoever attempted to attack the copy.

System: Burning Copy acts identically to Shadow Copy, except the nature of the clone. If the clone is hit with a melee attack, the user of the melee attack takes fire damage using the stats below, except substituting the users Focus for Strength.

Cost: 1 Aura

Speed: +1

Damage: +1

Move: 3

Aura of Inescapability

Prereq: Focus 5

PP: White Fang 4

The user uses their aura to form a sphere around the battlefield, making it so that nobody can escape the battlefield.

System: To use Aura of Inescapability the user must select a number of hexes (at least 2 or greater), including the one the user is on that are all at least touching one other hex in the selected hexes. This forms the maneuver's Aura Sphere, which can be marked with pencil markings. If any target including the user moves to leave the aura sphere, they instead move to the opposite side of the aura sphere, as though the places were directly next to each other. Any projectiles shot in the Aura Sphere or anything else that could theoretically leave the sphere, similarly ends up going to the opposite side of the sphere. The user must spend a turn doing nothing to remove the aura sphere.

Cost: 1 Aura

Speed: +2

Damage: None

Move: None

Pain Without Love

Prereq: Focus 4

PP: White Fang 4

A dark technique, through aura confluence the user copies their own pain and suffering onto another target, forming a dark sort of hostage situation.

System: When using this maneuver, choose another warrior in the battle to be its victim. It can be any warrior on the battlefield. Whenever you take damage this turn, an equal amount of damage is dealt to that character, ignoring stamina and soak. If you would gain life this turn, the maneuver's victim would also gain life.

Cost: 1 Aura

Speed: +1

Damage: See above

Move: None

Icy Mist

Prereq: Focus 1

PP: Atlas Op 2, Criminal 3

The user of this maneuver uses ice dust to kick up an icy mist, confusing anyone else in the room with the blanketing mist.

System: The mist spreads to 4 hexes from the user. When the icy mist is used, each character within it must roll for Blind Fighting, if they fail this turn they are functionally dizzied.

Cost: 1 Willpower

Speed: +2

Damage: None

Move: +1

Grace Platform

Prereq: Focus 1, Jump

PP: Atlas Op 1, Any 3

The user summons a glyph around themselves on the battlefield, the user can stay up there to dodge Earthbound attacks.

System: The user creates an icy glyph around their feet and lifts themselves into the air. While they are in the air they are considered aerial and are immune to projectile attacks. This maneuver can be used alongside a grounded attack, and when used in combination the maneuver becomes an aerial maneuver, as are any maneuvers done afterwards. If the user of this maneuver is hit or moves to leave the Glyph, the Grace Platform is destroyed, if not it stays up.

Speed: -2

Damage: None

Move: None

Freeze

Prereq: Focus 2

PP: Atlas Op 4

The user creates Icy Glyphs around the area they stand, freezing anyone who stands in their way.

System: This maneuver can be used on any target with two hexes of the user. Any target who is hit by this maneuver cannot move the turn after this maneuver is used.

Speed: -2

Damage: -1

Move: -1

Launch

Prereq: Focus 2, Grab 2

PP: Atlas Op 3

A similar technique to the throw, the user uses a glyph to launch their enemy into the air, using that to knock them down and allow for devastating attacks.

System: This maneuver works identically to the Throw, except that the number of hexes you can throw at an enemy is instead based on the user's Intelligence instead of Strength. Alongside that this maneuver can be used on a target up to 2 hexes away.

Speed: -1

Power: +1

Move: -1

Root

Prereq: Focus 2 Block 1

PP: Atlas 2, Any 3

The user roots their body into the ground with their aura. By doing this they prevent themselves from being thrown, grappled or moved.

System: By using this maneuver, you root your body to the ground. While in the hex where you are rooted, you get +1 Soak to all maneuvers, and +5 Soak to any grappling maneuvers.

Alongside that, you can block Grappling maneuvers while in this hex. This is removed if the user moves from their square.

Speed: +2

Damage: None

Move: None

Freezing Blast

Prereq: Focus 3

PP: Atlas Operative 3

The user launches a column of freezing ice across the ground, freezing anything in its path.

System: Create a column of ice for four hexes in front of the user. Damage is rolled against everyone in those hexes. Anyone that takes damage from this maneuver has -2 Speed next turn.

Cost: 1 Chi

Speed: -2

Damage: +4

Move: -2

Time Dilation

Prereq: Focus 5, Intelligence 5

PP: Atlas Operative 5

An incredibly powerful yet somewhat risky technique, using the chronographic powers of Ice, the user performs a ritual that allows them to slow time down for others while speeding it up for themselves. This allows them to move at lightning speeds, but puts the user at risk when using this maneuver of being interrupted.

System: To start this maneuver, your character must stand still, during the turn you use it, your character is -2 Soak on every maneuver. If your character is not hit, during your next turn, you gain +10 Speed on every action you take while every action another character takes has -10 speed for each of their actions. Alongside that, you may take 2 actions per turn that turn, even if those actions do not have the Can be used with other actions benefit.

Speed: -3
Damage: None
Move: None

Nothing Personal, Kid
Prereq: Focus 4
PP: Menagerie Guard 4

A lightspeed dash, the user moves so fast it looks like their teleporting and a signature of the quickdraws of the Menagerie Guard. However it cannot be used alongside more complex maneuvers.

System: Choose one target on the battlefield, teleport to the hex directly behind theirs. Any maneuvers coming your way miss, though if your new mode manages to interrupt a maneuver being sent there, you're still hurt. The turn you use this maneuver, you may use one of your basic attacks alongside it, but the only target can be the person you teleported behind.

Cost: 1 Aura
Speed: +3
Damage: None
Movement: See above

Water Walking
Prereq: Focus 2, Athletics 1, Inner Balance
PP: Menagerie Guard 2, Ninjutsu 4

As pirates of the past menaced Menagerie's waters, the samurai who guarded it were trained to do battle with them, eventually training a unique technique were the warriors of Menagerie were able to dash across the water, walking across it to perform devastating strikes, their feet moving so fast that they couldn't sink.

System: This maneuver must be played alongside another maneuver with a positive movement option. You cannot play this maneuver and stand still in the same turn. While using this maneuver, you do not sink in water and can walk across it like it's land.

Speed: None
Damage: None
Move: None

Master of Disguise
Prereq: Disguise 5, Focus 5
PP: Criminal 4

The most elaborate criminals don't simply steal or kill, instead they use elaborate disguise kits and illusive aura signatures to manifest themselves as others. Using this you use a mix of illusionary aura and makeup to manifest yourself as another person.

System: The user magically disguises themselves to become another person. Everyone who does not know the character has this skill must roll an Insight against the users Charisma+Disguise check or else be fooled. Fooled characters are tricked and believe that the user is the person they are disguised as. Fooled characters who believe the target is a loved

one will not attack the user. However if the user does something the fooled character does not believe the user would do, they must roll another Insight check against Charisma+Disguise.

Speed: +3

Damage: None

Move: +1