Attributes (What can your fighter do and how to play?)

For each Attribute, there will be a Talent, which reduces the difficulty, and a Virtue, which increases the number of d6 to be rolled.

Athletics: Athletic capabilities of the fighter, running, swimming, climbing...
- Talent: **Strength** / Virtue: **Agility**

Intelligence: Knowing or being able to obtain information or knowledge, avoid being deceived, operate machinery or mechanisms, hide, conceal objects…
- Talent: **Wisdom** / Virtue: **Intuition**

Perception: Sense the danger, see, hear, look for hidden things, beings, or persons…
- Talent: **Attention** / Virtue: **Sharpness**

Charisma: Being liked, seducing, deceiving, giving orders, convincing, negotiating…
- Talent: **Eloquence** / Virtue: **Leadership**

To perform any **complex action**, the game **Director** will request to the player an **attribute test** using the Talent and Virtue of the same attribute or **combining** the Talent and Virtue of **different Attributes**.

Base, with 0 Talent and 0 Virtue, the player rolls **2d6 with a difficulty of 6**.
- **Each Talent point** will **reduce** the **difficulty by 1**.
- **Each Virtue point** will **add one d6** to the roll.
- Each d6 rolled that equals, or exceeds, the difficulty is a **Hit**.
- At least **one hit** is needed to resolve an action.
- The **more hits**, the **better** the **result**.

In a **confronted test**, the winner is the one who obtains **more hits**, in the case of a draw, the dispute will be extended for a new roll.

Stealth (Example of combination of Attributes and confronted test)
A **Stealth test** combines two Attributes:
- Talent **Wisdom** and Virtue **Agility** vs. Opponent's **Perception**.
- **Surprising an Enemy** with Stealth **grants** Combat **Initiative**.

Action Segments (Your body is your temple)

Each fighter has **36 points** distributed among the 6 parts in which his/her body is divided, which we will call **Action Segments** (see Segments table).

Segments Table.

1d6	Action Segment	Special
1	Head	Cannot block with it
2	Right arm	—
3	Left arm	—
4	Right leg	—
5	Left leg	—
6	Torso	Cannot attack with it

The **score of each segment** is both the **health** of that segment (which may turn negative when damaged) and the **number of d6 the player will roll** when he/she uses that segment for an action in a **Maneuver** (See Combat).
Recovery: Segment points will be recovered **at a rate of**:
- **1 in each segment every hour**, if the segment has **more than 0 points**.
- **1 in each segment per day,** if the segment score is **0 points or less**.

Combat Points (Versatility wins combats)

A fighter's combat points are used to **increase** his/her **Strength or Agility** in each combat turn, deciding whether he/she will attack/block/dodge/move more times

or if he/she will cause/absorb more damage o get more Momentum with each hit/block, which defines the turn's Fighting Style.

A fighter has as many **Combat points** as **the sum** of his/her **Intuition**, **Sharpness** and **Leadership**.

Flashbacks (Your memories can save you)

A protagonist fighter has **3 flashback points** for the whole game session. Each of them will serve for something different and, when used, the player **will have to describe** to the others **what happens in the flashback**.
Flashback points **can be used at any time**, even when interrupting an action, being unconscious or being dead (¿Extra lives?).

- **Happy Moment**: You remember a moment in your past when you were happy, in your childhood, with your loved one... It allows you to **instantly recover all the points lost in all segments**.
- **Tragic event:** You remember that moment when everything was truncated, when your parents were killed, your teacher, your loved one... It allows you to **stop a combat turn**, cancelling all the remaining Maneuvers, and automatically **wins the initiative of the following turn.**
- **Training:** You remember your hard training, the techniques, the effort, the pain... **Recover** all the points of **one single segment** and give **5 extra Combat points** till the end of that combat.

Combat (How to play the fights?)

A Combat is divided into **Combat Turns**, which, on the other hand, **are divided** into as many **Maneuvers** as Actions has the **fighter with more Agility**.

Sequence of a Combat turn (3 steps):

(1)
Choosing the Fighting Style of the combat turn.
In a Combat, at the beginning of each turn, the fighters **increase** their **Strength** and **Agility**, **dividing** their **Combat Points** between them (the player can give a cool name to each fighting style).

(2)
Determine Initiative (Attacker and Defender).
The **Initiative** decides who is the **Attacker** (who has the Initiative and will try to cause damage) and who is the **Defender** (who can only try to avoid damage and regain the initiative) during **the whole Turn**.
- **First round:** confronted test of **Athletics**. Winner→ Attacker.
- The **rest of the turns** is for the one who has accumulated **more Momentum** in the previous turn (a draw doesn't change the initiative).

(3)
Playing Maneuvers.
During a Combat turn, **each fighter must perform** (one per Maneuver) as many **Actions** as his/her **Agility** score.
- **Every Maneuver,** each fighter **plays one Action** (if he/she still has).
- Whoever is **out of actions** does nothing in the rest of the Maneuvers.

(1)
Start with the next combat turn.

How to play a MANEUVER step by step (6 steps):

3.1
Choose and announce the Action of each fighter.
- The **Attacker first** chooses his/her Action **between Attack or Move**.
- The **Defender** chooses his/her Action **between Block**, **Dodge** or **Move**.

3.2
Determine the Action Segment of each wrestler in his/her action.
Even if he/she runs out of actions, the **Action segment** used by each fighter **in the Maneuver** must be determined as follows:
- **First Maneuver**, the player **chooses** among the 6 possible ones.
- The **rest of the Maneuvers** it is determined **randomly**:
  - Rolling 1d6 on the Segments Table.

3.3
Play the Action of each fighter.
Each fighter roll **as many d6 as points** he/she has in his/her **Action Segment** at that moment, **each 6 is a hit**. Depending on the Action:
- **Attack**: **Cause damage** and **gain Momentum** to maintain initiative.
  - Action Segment **Torso** or **a disabled one**: Action is lost.
  - **Each hit** adds **Damage** and **Momentum** equal to **Strength**.
- **Move**: Allows the fighter to **move away from the combat** intending to abandon or pursue, but there is **no way to avoid damage**.
  - **Fighter cannot move** if the Action Segment is a **disabled one.**
  - **Each hit** gives **one movement** of distance from the opponent.
  - **The first** fighter who moves **loses the initiative** for the next turn.
- **Block**: **Avoid part of the Damage** and **gain Momentum**.
  - Action segment **Head** or **a disabled one**: The Action is lost.
  - **Each hit** adds as much Defense and Momentum as the **Strength**.
- **Dodge**: **Avoid all damage**, but **no Momentum** is accumulated.
  - **Dodge is not possible** if the Segment is a **disabled one**.
  - If the Defender gets at least one 6, he/she avoids **all the damage**.

3.4
Calculate the damage suffered by the Defender.
The damage suffered by the Defender in a Maneuver is equal to **all** the **Damage caused** by the Attacker minus **all** the **Defense obtained** by the Defender (**Minimum damage suffered is 0**)(If fighter **successfully dodged**, **no damage** is suffered).

3.5
Defender wounds (unconsciousness and injuries):
Damage suffered is subtracted from the **Action Segment in use** score. When the **score of an Action Segment** is reduced **to 0 or less**:
- If it is the **Head** or **Torso**, the fighter falls **unconscious**.
- If **any other Segment** is **disabled** (he/she may continue to fight, but any Maneuver using that Segment will **lose the action**).

3.6
Collect Momentum and start the next Maneuver or Combat turn.
Each fighter **adds the Momentum** gained **to the turns total**, to determine the **next turn's Initiative** at the end of all the Maneuvers.

3.1 If there are Maneuvers left ← **Back to** → If there are no Maneuvers left **(1)**

Weapons

In a martial arts combat, when an Attack or Block is **done** with an **Action Segment** (or Segments) **in which it is located a weapon**, the weapon will make the **Damage**, **Defense, and Momentum** of each Attack or Block **higher**. **Same as having more Strength**, but only in some Action Segments.

Examples of Weapon, Action Segments and Damage Modifiers:

Weapon	Action Segment	Extra damage
Club/Stick	1 hand	+1
Ninja stars (Shuriken)	1 hand	+1
Nunchaku	1 hand	+2
Bo staff/Spear	1 or 2 hands	+2
Knife/Dagger	1 hand	+3
Katana/Saber	1 or 2 hands	+3

Armors and Shields

Shields and armors give **extra points** to the Action Segments they protect, **+1** if they are **light** and **+3** if they are **heavy**.
Heavies subtract **(-1)** from **Agility** for every **2 protected Action Segments**.

Drugs and Poisons (Be careful what you swallow)

During the game, **withstanding a drug or a poison** (with the effects desired by the Director) will be a **test of Athletics** and will require more or less hits depending on its potency.
In Combat, disable any Action Segment damaged with a poisoned weapon and add, or remove, Combat Points from a stoned fighter (depending on the drug).

Enemies (Who Are You Facing?)

Minions (Group)
- Strength: 2. // Agility: 1 for each 6 in the group's d6 (see below)
- Action Segments: 1 point each Action Segment.

Combat against minions (Special):
The minions in a martial arts movie aren't usually much more annoying than cockroaches, as long as there aren't too many of them:
- The **initial initiative** is always **for minions**, they are many and imprudent.
- They **don't dodge,** they just **attack,** in the stupidest way possible, **or block**.
1. **Each turn of Combat, roll 1d6 for each minion and count the hits**.
2. In that turn, they will **accumulate 2 Momentum points for each hit** and will perform **as many Actions** (of one hit each) **as hits** they have obtained.
3. **In each maneuver** they can act, they **cause or block 2 points of damage**.
   a. Remove one minion for each Maneuver they suffer 1 or more damage.

Underbosses (Generic)
- Strength: 2 // Agility: 2 (Other Attributes 4d6/difficulty 6)
- Combat Points: between 2 and 4
- Action Segments: 3 point each Action Segment.

Bosses (Generic)
- Strength: 3 // Agility: 3 (Other Attributes 4d6/difficulty 5)
- Combat Points: between 6 and 10
- Action Segments: 6 point each Action Segment.

Animals
Depending on the animal, use a Boss, an Underboss, or Minions (or create it without limits), but adapt its Action Segments to its body shape (consider the skin as armor and the claws and teeth as weapons).

Multiple fighters in a combat
It may happen that **one or more protagonists** face several Bosses or Underbosses ("Minions" have their own rules).
- **Balanced sides**, fighters are paired with an opponent and a combat is played for each pair (Changing opponents means starting another combat).
- **Unbalanced sides**, more than one opponent is assigned to each fighter.

Combine fighters (for more than one opponent).
Two or more fighters are **combined** as a **single opponent** with the **average Strength** (lowered) and the **sum** of all other **fighting qualities** (**Agility, combat points and Action Segments**) of all fighters.
- If a **Segment**, except the Head or Torso, **loses half of the points**, each time it is selected as an Action Segment it will have a **50% chance** (1-3 on the d6) **of already being disabled** and losing the action.
- If **Head or Torso loses half of the points**, one of the rivals is eliminated by **subtracting** half of its fighting qualities from the combined scores.

Fighter: _____

Attributes

Base 2d6 dif 6

7 -1 dif
V +1d6

Athletics — Agility — 7 □□□□ ○ □□□□ V
Strength

Intelligence — Intuition — 7 □□□□ ○ □□□□ V
Wisdom

Perception — Sharpness — 7 □□□□ ○ □□□□ V
Attention

Charisma — Leadership — 7 □□□□ ○ □□□□ V
Eloquence

Flashback:
○ Happy Moment
○ Tragic event
○ Training

Combat Points: ___

Fighting Styles:
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___
Str: ___ Agi: ___

Action Segments
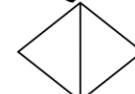
1. Head
2. Right arm
6. Torso
3. Left arm
4. Right leg
5. Left leg

Weapons:
Segments:____ Mod:____
Segments:____ Mod:____

Armor or shield:
Segments:____ Mod:____
Segments:____ Mod:____

DRAGON'S FISTS

mRPG

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Dragon's Fists

Dragon's Fists is a mini-RPG designed to recreate **the martial arts movies** that filled the video clubs during the 70s and 80s.
In a martial arts movie, contrary to what is desired in most RPGs, **the fights against the main villains are usually endless**. The combat system in Dragon Fists, therefore, is **premeditatedly long, and yet no less fun**. In fact, it may well be a whole game by itself.

Adventures for Dragon's Fists

Creating an adventure for this game is easy, you can copy any martial arts movie, make a fighting tournament (without a game Director), think up a simple story with combats and progressive difficulty, or you can also let the fighters build it with their actions.
If you wish, you can also use the game to just create characters and fight with them against your friends, without the need to role-play them, but then you won't be playing an RPG, but a combat board game.
Print this triptych for each player, it is also the fighter's sheet, **take a handful of 6-sided dice (d6)**, some **pens** and rubbers, and **let's fight. Yiiiahhh!**

Create a Fighter (Use the sheet on the back)

1. **Distribute 14 points** between **Talents** and **Virtues** (a protagonist fighter is the fucking master in almost everything).
   - **Max. 6 per Attribute.**
   - **Max. 4 in one Talent or Virtue.**
2. Mark the **3 Flashback points,** or don't do it and mark them when used.
3. Calculate your **Combat points**: Intuition + Sharpness + Leadership.
4. Distribute 36 points among the 6 Action Segments (body parts).
5. The gear available for a fighter will depend on the movie (whether he/she is a ninja, a monk, a beggar, a samurai, a teenager etc.).