

very rough draft

1-point

Reflexes: passive: first turn of combat you negate non-critical counter attack damage

soul-punch: skill: sacrifice a hit to inflict a direct wound of damage to your target. causes helplessness on a crit.

like the waterfall: passive: get up from helplessness at a 4.

Acupuncture: you can relieve the pain of an ally (restore hits), or cause pain to an enemy (inflict hits).

2-point

Bicycle kick: skill: recharge 2: kick the target three times.

Grapple: passive, +1 to unarmed grabbing, throwing and wrestling down opponents, crits send them helpless

3-point

the glow: cool down 5 after effect ends: focus your chii to power your self up. Lasts 2 turns: Attacks auto crit.

Bad Day: cool down 7: For each failure you have had this combat, gain a +1 to your next turn: failure count resets after this skill is used: caps at +5

Tracker/monk:

Soul shot: Sacrifice a wound to inflict major damage on your target: autocrits, and knocks the target helpless.

Monk/Cleric:

Meditation: passive?: can spend turns to regenerate hits/wounds

monk/bard

proverb: you recall a proverb about the situation: can boost a specific attack +1 or -1 depending on your roll.

discarded ideas:

grapple training: passive: criticals in combat now send most targets helpless.