

PLAYFUL PHOENIX FIST

A Random Name Generator for Martial Arts Moves

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DM: *Okay Sarah. The Temple of Four Winds is burning. Beyond the shattered gates, Ember's master is sprawled on the floor. To get to him she'll have to cross the bridge, which is wreathed in flames and looks very unstable.*

Sarah: *Ember rushes across the bridge without hesitation. "Master, I'm coming to save you!"*

DM: *The heat is almost unbearable and smoke obscures your vision as you reach the middle of the bridge. Suddenly a figure leaps from the heart of the flames, staggering you with a hidden phoenix kick!*

Sarah: *Ember drops into a fighting stance. "Who attacked me?"*

DM: *"It's Tyron." He smiles, points a finger at you, then draws it slowly across his neck. His hands are splattered with blood.*

Sarah: *"Traitor!" Ember springs at Tyron, throwing two punches and a . . . headbutt? "Tyron, I will avenge my master and restore honor to the Temple of Four Winds!"*

DM: *"Honor means nothing. Only victory matters." Tyron strikes you three times with hidden butterfly circles the sun for 19 damage. "My northern devil boxing is unstoppable."*

Sarah: *Um . . . Ember uses flurry of blows. "I . . . I can still beat you."*

Enter the Article

Bizarre costumes, ancient temples, handsome heroes and pretty girls, lost tomes holding the secret to incredible martial arts power, unbeatable warriors soaring fifty feet through the air spouting outrageous names for outlandish fighting techniques; gamers are suckers for that stuff.

The kung-fu movies of the 1970s hold a special place in the hearts of many roleplayers. With the inclusion of the monk in the new edition, many gamers strive to bring the sensibilities of real- and *ree*-life kung fu to their adventures. One of the best ways to do this is by using the same kind of outrageous names for your character's martial arts style and techniques that are used in the movies. But when the dice and the fists start flying, inventing even one cool technique name on the fly is tough, let alone four or five at a time. For DMs running multiple NPC monks, it's almost impossible. So what can you do?

Names of Legend

Historically, there have been hundreds of documented kung-fu styles, plus unknown thousands of private family styles and fictional systems existing only in film. Styles were created around an animal (white crane

boxing), an element (water boxing), or a location (shaolin chuan translates as young forest fist). PCs and NPCs should promote their styles whenever possible. A style's strong reputation is of critical importance. A master of a well-regarded system commands respect in the community and high training fees from students. The downside of this fame is that fighters looking to build a reputation frequently come to challenge the master. Rivalries between masters of kung-fu are the most common stories in Hong Kong cinema, and they can be used to great effect in your campaign.

To generate your own martial arts style or technique names, use the tables provided in this article. There are several ways to use these tables in your campaigns. The simplest method is to randomly determine technique names each round, ideally rolled before your turn to speed play. The second is to roll before the session begins, generating several techniques and choosing among them during play. Finally, players can roll twenty techniques when creating characters, adding ten more each time they gain a level, representing the character's growing mastery of martial arts.



FOUR SCHOLARS BOXING

USEFUL CHINESE TERMS

Mook Jong (Wooden Man): This is a thick, wooden pole of roughly man-height, with three or more "arms" jutting out at various angles. A training tool common to many Chinese styles, practitioners use full power techniques against the wooden man, building coordination and toughness.

External and Internal Styles: Also known as hard or soft styles, most martial arts are lumped into one of these broad categories. External styles concentrate on the development of muscular power while internal styles develop the body's internal energies for use in combat. Most martial arts are a mix of external and internal styles.

Qi Gong: These are a category of exercises that use the qi (also known as chi and ki) to promote health and develop the body. Hard qi gong, which are often brutally difficult physical exercises combined with specific breathing patterns, are a common element of Chinese martial arts. Iron palm training, in which a practitioner repeatedly strikes sand, stone, or metal daily with his hands, is an example of hard qi gong.

Push Hands: This is a two-person training exercise that develops balance and awareness in combat. Participants press their palms against each other's arms and attempt

to pull or push their partner off balance, using body positioning and timing rather than brute force. Another similar technique is known as "sticky hands training."

Fa Jing (Emitting Energy): Fa jing uses internal power combined with perfect body alignment to deliver incredibly powerful blows with only minor physical effort. Internal styles, like tai chi chuan, rely heavily on fa jing.

Lei Tei (Platform Fighting): When masters fought, they often used a lei tei platform, a small stage raised several feet off the ground. Fighters would attempt to drive each other off the platform by any means necessary. The first one off the platform was the loser, in more ways than one, as the hard ground and punishing blows claimed many lives.

Centerline: Running from between the eyes in a straight line down to the groin, the centerline is an area of vital importance to the martial artist. Many of the body's most vulnerable points are connected by the centerline, including the adam's apple, clavicle, sternum, dan tien, and groin.

Dan Tien: The dan tien is the center of breath, the gathering point of qi energy in the body. It is located midway between the belly button and the groin.

Example: Rolling on the Dice of Fury table, Sarah gets the result of (Number) (Placement) (Noun)s' (Fighting). For a number she gets the result of "seven." Then she rolls on the Placement table and gets the word "above." Sarah prefers the alliteration of the word "southern" and chooses that instead. It seems to make more sense in the phrase anyway. She then rolls on the Noun chart and learns she needs to roll on Table N. This gives her the word "moon." Sarah then rolls to determine the last word of her martial arts move's name. She comes up with the word "thrust." The resulting name is "seven southern moons' thrust," a great phrase to shout in a kung-fu combat.

Sarah: *Ember drops into a turtle over the mountain crouch. "Who attacked me?"*

DM: *"It's Tyron." He smiles, points a finger at you, then draws it slowly across his neck. His hands are splattered with blood.*

Sarah: *"Traitor!" Ember springs at Tyron, using her fists fall like trees attack. "Tyron, I will avenge my master and restore honor to the Temple of Four Winds!"*

DM: *"Honor means nothing. Only victory matters." Tyron strikes you three times with hidden butterfly circles the sun for 19 damage. "My northern devil boxing is unstoppable."*

Sarah: *Ember takes the jade emperor among the peasants stance and says, "Your confidence is your weakness."*



DICE of FURY

Roll 1d2 to determine the column used, then roll 1d20 to determine the format of the technique's name. Once you have the format of the name, roll on the charts indicated. Alternatively, you can pick words from the appropriate charts that alliterate. You might need to change the form of a word slightly to have it make sense in the context of the format.

- 1 (Adjective) (Fighting)
- 2 (Adjective) (Noun)'s (Adjective) (Fighting)
- 3 (Adjective) (Noun) (Fighting)
- 4 (Adjective) (Noun)'s (Number) (Noun)s (Fighting)
- 5 (Adjective) (Noun) (Placement) (Adjective) (Noun)s
- 6 (Adjective) (Noun) of (Verb)ing (Noun)
- 7 (Adjective) (Noun) of the (Verb)ing (Noun) (Fighting)
- 8 (Adjective) (Noun) (Verb)s with (Adjective) (Noun)
- 9 (Fighting) of (Adjective) (Noun)
- 10 (Fighting) of the (Verb)ing (Noun)
- 11 (Noun) (Fighting) (Placement) the (Noun)
- 12 (Noun) of the (Verb)ing (Noun)
- 13 (Noun) (Placement) (Verb)ing (Noun)
- 14 (Noun) (Fighting)
- 15 (Noun) (Placement) (Adjective) (Noun)
- 16 (Noun) (Placement) the (Noun)
- 17 (Noun) (Verb)s with (Noun)
- 18 The (Noun) (Verb)s when (Number) (Noun)s (Verb)
- 19 (Number) (Adjective) (Noun)s' (Fighting)
- 20 (Number) (Placement) (Noun)s' (Fighting)

- 1 (Number) (Noun)s (Fighting)
- 2 (Number) (Noun)s' (Fighting)s
- 3 (Number) (Verb) (Noun)s (Fighting)
- 4 (Number) (Verb)ing (Noun)s (Verb) (Placement) (Adjective) (Noun)
- 5 (Placement) (Noun) (Fighting)
- 6 (Placement) (Noun)s, (Noun)s (Verb)
- 7 (Placement) (Noun)s (Verb) (Number) (Noun)s
- 8 (Placement) the (Noun), the (Noun) (Verb)s
- 9 (Placement) the (Placement) (Noun)s, (Noun) (Verb)s
- 10 (Verb)ing (Adjective) (Noun) (Fighting)
- 11 (Verb)ing (Adjective) (Noun)'s (Fighting)
- 12 (Verb)ing like (Noun)s
- 13 (Verb)ing (Noun), (Adjective) (Noun)
- 14 (Verb)ing (Noun) (Fighting)
- 15 (Verb)ing (Noun)'s (Adjective) (Fighting)
- 16 (Verb)ing (Noun) (Placement) (Adjective) (Noun)
- 17 (Verb)ing (Noun) (Verb)s (Placement) (Noun)
- 18 (Verb)ing (Noun) with a (Adjective) (Noun)
- 19 (Verb)ing (Placement) (Noun)
- 20 (Verb)s like (Adjective) (Noun)

FIGHTING

- 1 Table A
- 2 Table D

ADJECTIVE

- 1 Table E
- 2 Table G
- 3 Table H
- 4 Table I
- 5 Table J
- 6 Table M

PLACEMENT

- | | |
|--------------------|----------------------|
| 1 above | 12 near |
| 2 among | 13 north of/northern |
| 3 around | 14 on |
| 4 before | 15 outside |
| 5 behind | 16 over |
| 6 below | 17 south of/southern |
| 7 beside | 18 under |
| 8 between | 19 west of/western |
| 9 beyond | 20 within |
| 10 east of/eastern | |
| 11 far | |

NOUN

- 1 Table B
- 2 Table C
- 3 Table F
- 4 Table G
- 5 Table J
- 6 Table K
- 7 Table L
- 8 Table N

NUMBER

- | | | | |
|-------------|-----------------|----------------|----------------|
| 1 two | 1 fourteen | 1 twenty-seven | 1 sixty-six |
| 2 three | 2 fifteen | 2 thirty | 2 seventy-four |
| 3 four | 3 sixteen | 3 thirty-seven | 3 eighty-seven |
| 4 five | 4 seventeen | 4 thirty-eight | 4 ninety-nine |
| 5 six | 5 eighteen | 5 forty | 5 one hundred |
| 6 seven | 6 nineteen | 6 forty-four | 6 two hundred |
| 7 eight | 7 twenty | 7 forty-nine | 7 one thousand |
| 8 nine | 8 twenty-one | 8 fifty | 8 two thousand |
| 9 ten | 9 twenty-two | 9 fifty-one | 9 ten thousand |
| 10 eleven | 10 twenty-three | 10 fifty-seven | 10 one million |
| 11 twelve | 11 twenty-four | 11 sixty | 11 two million |
| 12 thirteen | 12 twenty-five | 12 sixty-four | 12 ten million |

VERB (Modify result as necessary.)

- | | | | | |
|------------|-----------|--------------|-------------|------------|
| 1 battle | 21 cry | 41 hang | 61 reign | 81 stalk |
| 2 beg | 22 cross | 42 hide | 62 roll | 82 stall |
| 3 bend | 23 curse | 43 hold | 63 remove | 83 stand |
| 4 bite | 24 cut | 44 howl | 64 run | 84 steal |
| 5 bless | 25 dance | 45 intercept | 65 scatter | 85 stop |
| 6 bloom | 26 devour | 46 jump | 66 scream | 86 strike |
| 7 block | 27 dive | 47 kick | 67 sculpt | 87 stumble |
| 8 bow | 28 dodge | 48 lash | 68 seize | 88 swim |
| 9 burst | 29 drain | 49 leap | 69 sell | 89 swoop |
| 10 break | 30 drop | 50 kill | 70 shield | 90 taunt |
| 12 breathe | 31 drink | 51 meditate | 71 shout | 91 tear |
| 12 catch | 32 duck | 52 murder | 72 slay | 92 throw |
| 13 climb | 33 fall | 53 mine | 73 sleep | 93 torment |
| 14 chase | 34 fight | 54 paint | 74 slice | 94 trick |
| 15 circle | 35 fly | 55 pinch | 75 smash | 95 turn |
| 16 coil | 36 freeze | 56 pounce | 76 soar | 96 twist |
| 17 count | 37 go | 57 press | 77 splash | 97 win |
| 18 crash | 38 goad | 58 protect | 78 surmount | 98 wrap |
| 19 crouch | 39 grasp | 59 punch | 79 surpass | 99 write |
| 20 crunch | 40 hack | 60 race | 80 stab | 100 writhe |



DEFENSES

- 1 armor
- 2 block
- 3 crouch
- 4 defense
- 5 denial
- 6 dodge
- 7 form
- 8 flip
- 9 guard
- 10 leap
- 11 power
- 12 posture
- 13 protection
- 14 roll
- 15 shield
- 16 stance
- 17 style
- 18 technique
- 19 transformation
- 20 vest



WEAPONS

- 1 arrow
- 2 axe
- 3 club
- 4 dagger
- 5 dart
- 6 flail
- 7 gauntlet
- 8 hammer
- 9 knife
- 10 lance
- 11 lasso
- 12 mace
- 13 net
- 14 nunchaku
- 15 shuriken
- 16 spear
- 17 staff
- 18 sword
- 19 trident
- 20 whip



MONSTERS

- 1 angel
- 2 demon
- 3 devil
- 4 dragon
- 5 foo dog
- 6 foo lion
- 7 ghost
- 8 giant
- 9 goblin
- 10 hag
- 11 hydra
- 12 kappa
- 13 kraken
- 14 naga
- 15 phoenix
- 16 spirit
- 17 tengu
- 18 unicorn
- 19 vampire
- 20 yeti



ATTACKS

- 1 assault
- 2 attack
- 3 boxing
- 4 chop
- 5 explosion
- 6 hit
- 7 jab
- 8 kick
- 9 knee
- 10 lunge
- 11 pugilism
- 12 punch
- 13 rake
- 14 slam
- 15 strike
- 16 swat
- 17 sweep
- 18 throw
- 19 thrust
- 20 trip



MISC. MATERIALS

- 1 bamboo
- 2 blood
- 3 bone
- 4 clay
- 5 cloth
- 6 dust
- 7 flesh
- 8 glass
- 9 grass
- 10 gravel
- 11 ivory
- 12 leather
- 13 marble
- 14 mud
- 15 muscle
- 16 paper
- 17 silk
- 18 stone
- 19 wicker
- 20 wood



BODY PARTS

- 1 arm
- 2 elbow
- 3 finger
- 4 fist
- 5 foot
- 6 hand
- 7 head
- 8 heart
- 9 knee
- 10 leg
- 11 palm
- 12 toe



SEASONS

- 1 autumn
- 2 spring
- 3 summer
- 4 winter



GEMS & METALS

- 1 amber
- 2 bronze
- 3 copper
- 4 diamond
- 5 emerald
- 6 gold
- 7 iron
- 8 jade
- 9 ruby
- 10 sapphire
- 11 silver
- 12 steel



COLORS

- 1 black
- 2 blue
- 3 brown
- 4 gray
- 5 green
- 6 orange
- 7 purple
- 8 red
- 9 white
- 10 yellow



ELEMENTS

- 1 air
- 2 earth
- 3 fire
- 4 metal
- 5 water
- 6 wood



THEN



ANIMALS

- 1 ant
- 2 ape
- 3 baboon
- 4 badger
- 5 bat
- 6 bear
- 7 beetle
- 8 bee
- 9 boar
- 10 bull
- 11 butterfly
- 12 camel
- 13 chameleon
- 14 carp
- 15 cat
- 16 centipede
- 17 chicken
- 18 cockroach
- 19 cobra
- 20 crab

- 1 crane
- 2 dog
- 3 dolphin
- 4 donkey
- 5 dove
- 6 dragonfly
- 7 duck
- 8 eagle
- 9 elephant
- 10 fly
- 11 frog
- 12 gibbon
- 13 goose
- 14 gorilla
- 15 hare
- 16 hawk
- 17 horse
- 18 iguana
- 19 leopard
- 20 lion

- 1 lizard
- 2 lobster
- 3 mantis
- 4 monkey
- 5 mouse
- 6 mule
- 7 octopus
- 8 otter
- 9 owl
- 10 pig
- 11 fox
- 12 goat
- 13 orangutan
- 14 ox
- 15 panda
- 16 panther
- 17 peacock
- 18 raccoon
- 19 ram
- 20 rat

- 1 rhinoceros
- 2 rooster
- 3 seal
- 4 scorpion
- 5 shark
- 6 sparrow
- 7 spider
- 8 snake
- 9 squid
- 10 starfish
- 11 swallow
- 12 tiger
- 13 toad
- 14 turtle
- 15 viper
- 16 wasp
- 17 whale
- 18 weasel
- 19 wolf
- 20 yak



THEN



PEOPLE

- 1 ancestor
- 2 assassin
- 3 ally
- 4 child
- 5 beggar
- 6 brother
- 7 emperor
- 8 empress
- 9 enemy
- 10 eunuch

- 1 father
- 2 friend
- 3 general
- 4 guardian
- 5 hero
- 6 hunter
- 7 immortal
- 8 man
- 9 mandarin
- 10 master

- 1 monk
- 2 mother
- 3 ninja
- 4 overlord
- 5 peasant
- 6 philosopher
- 7 saint
- 8 samurai
- 9 scholar
- 10 scholar

- 1 scoundrel
- 2 shaman
- 3 sister
- 4 sohai
- 5 soldier
- 6 sorcerer
- 7 student
- 8 warrior
- 9 woman
- 10 wu jen



MISC. ADJECTIVES

- 1 ancient
- 2 angry
- 3 anxious
- 4 beautiful
- 5 blind
- 6 bloody
- 7 brave
- 8 celestial
- 9 closed
- 10 crippled
- 11 crazy
- 12 cruel
- 13 cunning
- 14 deadly
- 15 defiant
- 16 delicate
- 17 doomed
- 18 drunken
- 19 echoing
- 20 enlightened
- 21 enviable
- 22 fearful
- 23 fierce
- 24 foolish
- 25 forceful
- 26 forgotten

- 27 fortunate
- 28 furious
- 29 gentle
- 30 ghostly
- 31 giant
- 32 graceful
- 33 handsome
- 34 heavenly
- 35 hidden
- 36 holy
- 37 honorable
- 38 humble
- 39 hungry
- 40 immortal
- 41 imperial
- 42 impossible
- 43 infernal
- 44 insolent
- 45 inspired
- 46 insurmountable
- 47 invulnerable
- 48 jealous
- 49 joyous
- 50 just
- 51 judgmental

- 52 killer
- 53 lame
- 54 lazy
- 55 lost
- 56 lucky
- 57 mad
- 58 magic
- 59 majestic
- 60 merciful
- 61 mighty
- 62 mischievous
- 63 old
- 64 open
- 65 otherworldly
- 66 pitiful
- 67 playful
- 68 pliant
- 69 powerful
- 70 proud
- 71 ready
- 72 resilient
- 73 respectable
- 74 righteous
- 75 ruthless
- 76 shadowless
- 77 sleepy

- 78 sneaky
- 79 solar
- 80 sorcerous
- 81 subtle
- 82 sudden
- 83 Sundered
- 84 swift
- 85 terrible
- 86 treasured
- 87 tortured
- 88 twin
- 89 tiny
- 90 ugly
- 91 unstoppable
- 92 unusual
- 93 vicious
- 94 villainous
- 95 weary
- 96 wild
- 97 wise
- 98 wondrous
- 99 wounded
- 100 young



MISC. NOUNS

- 1 ash
- 2 bag
- 3 bell
- 4 blossom
- 5 book
- 6 bowl
- 7 bridge
- 8 branch
- 9 cane
- 10 castle
- 11 cavern
- 12 chain
- 13 city
- 14 claw
- 15 cloud
- 16 comet
- 17 curse
- 18 desert
- 19 door
- 20 drum
- 21 fan
- 22 farm
- 23 field
- 24 flag
- 25 flower

- 26 forest
- 27 fortress
- 28 fruit
- 29 fury
- 30 gate
- 31 gourd
- 32 god
- 33 grain
- 34 heaven
- 35 hell
- 36 hill
- 37 hurricane
- 38 ice
- 39 ink
- 40 jungle
- 41 lake
- 42 leaf
- 43 legend
- 44 lightning
- 45 lotus
- 46 lotus
- 47 meteor
- 48 moon
- 49 mountain
- 50 mushroom

- 51 needle
- 52 ocean
- 53 palace
- 54 path
- 55 pearl
- 56 pebble
- 57 pen
- 58 pillar
- 59 plain
- 60 pond
- 61 puddle
- 62 rain
- 63 rice
- 64 river
- 65 road
- 66 rock
- 67 roof
- 68 sand
- 69 scroll
- 70 sea
- 71 shrine
- 72 sky
- 73 snow
- 74 soul
- 75 spark

- 76 star
- 77 stick
- 78 storm
- 79 story
- 80 stream
- 81 sun
- 82 swamp
- 83 temple
- 84 thread
- 85 thunder
- 86 tomb
- 87 tornado
- 88 tower
- 89 trail
- 90 tree
- 91 twig
- 92 village
- 93 vow
- 94 war
- 95 wall
- 96 waterfall
- 97 wave
- 98 willow
- 99 wind
- 100 window

