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The Tournament of Lord Shi
Art and Writing by
Jay Libby

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Once a year street fighters gather on the island of MU to fight for martial supremacy. This tournament lasts for one week as over one hundred fighters duel. The prize is glory and recognition by the leading martial arts masters.

Quick History

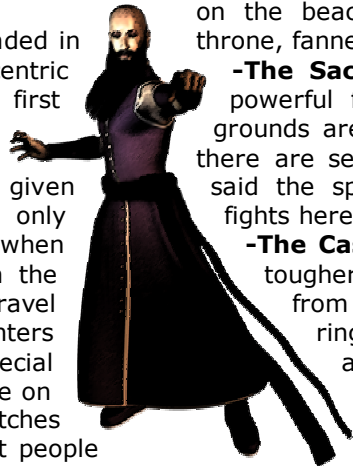
The Lord Shi tournament was founded in 1890 AD by Lord Shi, an eccentric martial arts master. The first competitors were from China, but soon the Western countries took interest in the gold that was being given out as a prize. The island of MU only appears for one week every year, when it materializes from the mists on the ocean. The followers of Lord Shi travel to the mainland and retrieve fighters who will compete. Most receive special invitations signed by Lord Shi. Once on the island the fighters fight in matches until there is only one victor. Most people don't return from the island alive, but masters keep sending their students to fight. Only CHI and magic work on the island. This has kept Guardians from competing.

MU island is cloaked by a magical barrier. Technology will not work on the island and no form of scanners can locate it. The island has a mountain at its center. Around the mountain there are several homes and training grounds. Lord Shi's castle is built into the mountain. There are also several tournament locations including under the mountain. They go as follows:

-The Greens: This is where most morning training and introductions occur. Lord Shi sits upon a great throne overlooking the greens. Every morning over fifty of his students gather here and conduct their morning ritual.

-The Forest: Located on the backside of the island it is filled with bamboo trees. There is no actual ring, just a large area of woods where fighter may dual.

-The Beach: Lord Shi admires the ocean so much he had a small fighting area built



on the beach. He will often sit on his throne, fanned by two female slaves.

-The Sacred Ground: Only the most powerful fighters may duel here. The grounds are covered in sharp rocks and there are several stone pillars here. It is said the spirits of the dead watch the fights here and try to influence events.

-The Castle Arena: As the fights get tougher, Lord Shi prefers to watch from his throne in the castle. The ring is made of stone and there are several torches on the parameter.

-The Throne Room: The final battle is fought in Lord Shi's throne room. Here his champion will fight the winner.

The Tournament

The first fights determine who will shine and who will die. Most people will not use any special abilities in these introduction duals because they know later that they will need every ounce of energy to hold up against Lord Shi's champion.

Each dual goes until someone taps out, gets knocked out or dies. Anyone who taps out or knocked out will be removed by Lord Shi's men. Where they go after this is a mystery. They are told that they will be returned to the mainland.

The last few rounds are reserved for Lord Shi's top students. These men and women are past mortal and close to supernatural. He prides himself off of these fighters. Most warriors will run away in terror at the site of them. Anyone who defeats Lord Shi's men is given the choice of joining his ranks or fighting Lord Shi himself!



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White American

Cocky American martial artist. Hopes to win the tournament. Serious ego problem and womanizer.

Main Stats

INT: 15
SPT: 20
CHA: 20
AGI: 20
STR: 18
END: 20
SPD: 20

Secondary

HP: 40
IN: 20
Attacks: 2
CHI: 180

Skills

Attack: 15
Dodge: 15
Perception: 10
Education: 10

Damage

Punch: 18
Kick: 20

CHI Abilities

Wind Push: 30 (equals 30 STR to knock down opponent and does 30 points of damage)

Wind Leap: 50 (1 point of CHI for every 1 foot)

Ox

Russian street fighter. He isn't too bright, but if he gets his hands on you it could be the end.

Main Stats

INT: 10
SPT: 22
CHA: 10
AGI: 15
STR: 25
END: 25
SPD: 14

Secondary

HP: 50
IN: 16
Attacks: 1.5
CHI: 270

Skills

Attack: 17
Dodge: 10
Perception: 8
Education: 2

Damage

Punch: 25
Kick: 27

CHI Abilities

Ox Slam: 50 (does 50 damage)

Ox Head Butt: 30 (does 30 damage)

Ox Stance: 50 (may anchor self down at 50 STR to avoid being moved)

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Soul Master

Chinese martial artist. One of Lord Shi's advisors and fighters. In moonlight his flesh looks almost zombie-like. He has a temple on the far side of the island guarded by his minions.

Main Stats

INT: 25
SPT: 30
CHA: 10
AGI: 20
STR: 18
END: 25
SPD: 20

Secondary

HP: 50
IN: 20
Attacks: 2
CHI: 280

Skills

Attack: 20
Dodge: 15
Perception: 15
Education: 20

Damage

Punch: 18
Kick: 20

CHI Abilities

Soul Rip: 30 (Can suck up to 30 points from Spirit on an unconscious victim.)

Life Theft: 40 (May suck Hit Points from a target and use them to heal self.)

Phantasm Haze: 30 (Target must make a Spirit save difficulty 30 or be frozen in terror for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 4 rounds he is paralyzed with fear.)

Chi Theft: 20 (May steal up to 20 CHI per successful attack, at no cost to his own CHI.)

Lady Goyami

Filipino fighter who ended up serving Lord Shi. She is a vicious fighter who has no problem using sex appeal to win a fight.

Main Stats

INT: 20
SPT: 25
CHA: 25
AGI: 20
STR: 16
END: 20
SPD: 20

Secondary

HP: 40
IN: 20
Attacks: 2
CHI: 210

Skills

Attack: 25
Dodge: 20
Perception: 14
Education: 10

Damage

Punch: 16
Kick: 18

CHI Abilities

Razor Nails: 25 (Does 25 points of damage with nails)

Pheromones: 30 (Target must make a Spirit save difficulty 30 or be enthralled for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 4 rounds he is drooling over the lady.)

Wheel Kick: 40 (Does 40 points of damage while doing a cartwheel kick)

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Lord Fireknox

A fallen Chinese warrior, Lord Fireknox serves Lord Shi in a demonic way. This silent warrior wastes no time in killing his opponents. He is the second most powerful fighter aside from the champion himself.

Main Stats

INT: 20
SPT: 35
CHA: 10
AGI: 20
STR: 20
END: 30
SPD: 20

Secondary

HP: 60
IN: 20
Attacks: 2
CHI: 350

Skills

Attack: 25
Dodge: 15
Perception: 15
Education: 15

Damage

Punch: 20
Kick: 22

CHI Abilities

Flaming Punch: 30 (Does 30 points of flame damage when used with a punch)

Eternal Gaze: 40 (Target must make a Spirit save difficulty 0 or be frozen in terror for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 14 rounds he is paralyzed with fear.)

Fatal Blow: 50 (With this one strike he may tear out any one vital organ killing an opponent instantly. This only works if the victim has under 50 Hit Points. Anyone with healing abilities may survive the attack.)

Lok

Lok is a supernatural brute who came to serve Lord Shi when the tournaments first began. He is nothing but raw strength and will kill anyone he fights.

Main Stats

INT: 10
SPT: 20
CHA: 10
AGI: 15
STR: 40
END: 40
SPD: 10

Secondary

HP: 80
IN: 5
Attacks: 1
CHI: 400

Skills

Attack: 20
Dodge: 10
Perception: 10
Education: 2

Damage

Punch: 40

Kick: 42

CHI Abilities

Pummel: 100 (Does 100 points of damage pummeling a victim)

Super Tough Skin: 100 (Offers 100 AC against all attacks, CHI still does regular damage)

Stomp: 150 (May stomp a victim for 150 points of damage!!!)

Lord Shi

A fallen immortal, Lord Shi strives to conquer the real world and make everyone his slaves. He is the master of his art and truly one of the deadliest warriors on the island. He will only fight if he feels insulted.

Main Stats

INT: 40
SPT: 50
CHA: 20
AGI: 30
STR: 20
END: 50
SPD: 30

Secondary

HP: 100
IN: 30
Attacks: 3
CHI: 800

Skills

Attack: 30
Dodge: 30
Perception: 30
Education: 30

Damage

Punch: 20
Kick: 22

CHI Abilities

Soul Strike: 50 (Does 50 points of damage, ignoring all armor, magic shields and other barriers)

Soul Sucking: 50 (May drain a target of their soul if they reach 50 Hit Points or under, SPT save difficulty 50 to resist)

CHI Regeneration: 100 (Restores 100 Hit Points instantly)

Immortality: 200 (Lord Shi does not die when he reaches zero Hit Points. Each round he will regain 1 Hit Point).

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INT: 15
SPT: 20
CHA: 20
AGI: 20
STR: 18
END: 20
SPD: 20

Secondary

HP: 40
IN: 20
Attacks: 2
CHI: 180

Skills

Attack: 15
Dodge: 15
Perception: 10
Education: 10

Damage

Punch: 18
Kick: 20

CHI Abilities

Wind Push: 30 (equals 30 STR to knock down opponent and does 30 points of damage)

Wind Leap: 50 (1 point of CHI for every 1 foot)



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Main Stats

INT: 10
SPT: 22
CHA: 10
AGI: 15
STR: 25
END: 25
SPD: 14

Secondary

HP: 50
IN: 16
Attacks: 1.5
CHI: 270

Skills

Attack: 17
Dodge: 10
Perception: 8
Education: 2

Damage

Punch: 25
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Ox Slam: 50 (does 50 damage)

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Ox Stance: 50 (may anchor self down at 50 STR to avoid being moved)



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Main Stats

INT: 25
SPT: 30
CHA: 10
AGI: 20
STR: 18
END: 25
SPD: 20

Secondary

HP: 50
IN: 20
Attacks: 2
CHI: 280

Skills

Attack: 20
Dodge: 15
Perception: 15
Education: 20

Damage

Punch: 18
Kick: 20

CHI Abilities

Soul Rip: 30 (Can suck up to 30 points from Spirit on an unconscious victim.)

Life Theft: 40 (May suck Hit Points from a target and use them to heal self.)

Phantasm Haze: 30 (Target must make a Spirit save difficulty 30 or be frozen in terror for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 4 rounds he is paralyzed with fear.)

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Main Stats

INT: 20
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CHA: 25
AGI: 20
STR: 16
END: 20
SPD: 20

Secondary

HP: 40
IN: 20
Attacks: 2
CHI: 210

Skills

Attack: 25
Dodge: 20
Perception: 14
Education: 10

Damage

Punch: 16
Kick: 18

CHI Abilities

Razor Nails: 25 (Does 25 points of damage with nails)

Pheromones: 30 (Target must make a Spirit save difficulty 30 or be enthralled for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 4 rounds he is drooling over the lady.)

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Main Stats

INT: 20
SPT: 35
CHA: 10
AGI: 20
STR: 20
END: 30
SPD: 20

Secondary

HP: 60
IN: 20
Attacks: 2
CHI: 350

Skills

Attack: 25
Dodge: 15
Perception: 15
Education: 15

Damage

Punch: 20
Kick: 22

CHI Abilities

Flaming Punch: 30 (Does 30 points of flame damage when used with a punch)

Eternal Gaze: 40 (Target must make a Spirit save difficulty 0 or be frozen in terror for the number of rounds equal to the points missed in the save. Example: Don has a SPT of 20 and he makes a save of 26, that means for 14 rounds he is paralyzed with fear.)

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STR: 20

END: 50

SPD: 30

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HP: 100

IN: 30

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Education: 30

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Punch: 20

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Soul Sucking: 50 (May drain a target of their soul if they reach 50 Hit Points or under, SPT save difficulty 50 to resist)

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Immortality: 200 (Lord Shi does not die when he reaches zero Hit Points. Each round he will regain 1 Hit Point).



Guardian Universe: Fists & Steel
Paper Minis



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Key: 1) US Response Suit

2) Angelfire Suit

3) Life-Unit

4) Police Officer

5) Father Joseph

6) Masked Marvel

7) Unsung Hero

8) Miko

9) Tandris