

# Cobra Kiai

The Venturers are going to play 3 Challenges. Each Challenge represents a week of the two Senpais running classes focusing on the 3 components that make up the All-Village Tournament. The results of the challenges will determine the outcome of the scenario, so the GM needs to keep track of how many coaching successes Lily has vs. how many Cassie has using the table below:

Name	Kata	Tameshiwari	Kumite	Total
Lily				
Cassie				

## Challenge A - Kata (Forms)

Kata or forms are sequences of moves that the player will perform. Players roll all of their dice simultaneously in an attempt to line them up with the smallest number on the smallest die through to the largest number on the largest die (e.g. 2 on the d6, 5 on the d8, and 9 on the d10 would be a success).

Each player can choose to listen to the advice that Lily gives them or that Cassie gives them before they reroll any dice that are out of sequence. If any of the dice rolled are now in sequence, mark 1 success next to that senior's name for the Kata challenge.

Players should complete this challenge one at a time with the GM noting how many rolls it took them to complete it with all 3 dice lined up in the correct order. Ties are allowed.

## Challenge B - Tameshiwari (Board breaking)

For this challenge, you'll need one dry somen (or linguine) noodle per player - each noodle should be roughly 4 inches (10 cm) in length. Place each end of a dry noodle on a D6 of equal size to set up to "board" to break.

For this challenge, players need to drop another die from a height of approximately 4 inches (10 cm) above the table surface in an attempt to break the dry noodle.

If they fail the first time, each player can choose to listen to the advice that Lily gives them or that Cassie gives them before they drop the die again. If they manage to break the dry noodle on the next drop, mark 1 success next to that senior's name for the Tameshiwari challenge.

Players should complete this challenge one at a time with the GM noting how many attempts it took them to break the dry noodle. Ties are totally fine!

## Challenge C - Kumite (Sparring)

For this final challenge, players will be squared off against each other. You may need to make a round robin bracket so that each player faces each other player an equal amount of times.

For example, if there are 3 players (A, B, and C), a round robin bracket would look like this:

Match	Lily Coaching	Cassie Coaching
1	Player A	Player B
2	Player B	Player C
3	Player C	Player A

Each player will compete against each other player once and each player will be coached by Cassie and Lily once.

Players will chant KU! MI! TE! pumping their fist twice and revealing their move (Punch / Block / Kick) on the third pump (when they say "Te!"). Scoring works as such:

Punch beats Kick  
Kick beats Block  
Block beats Punch

If there is a tie, the players try again until one has beaten the other. Mark the win as a success for the respective coach (e.g. if Player A wins in Match 3 above, the success would go in Cassie's row in the Kumite column).

The GM should also note which player has the most wins for the Kumite challenge in total. Ties are allowed.