

WILL OF CHAOS

Chapter 19 Cap 19: Change Of Plans And Martial Arts(Chapter Preview)



After I checked everything from my stats to my skills I was wondering what I should do now.

To start I saw a new unique skill which was [Identify: 1], I would like to know how to use this skill, thinking about using this skill while looking at it in my mind a notification popped up.

<[Skill identification result:

[Identify: 1]--> can identify titles, abilities, and objects.

Titles and skills of the owner or people and objects that the owner can see the skill and/or title.

Items that are currently being played.

Cost may vary depending on item power, title, or skill.

Identification may fail if the skill's level is not comparable to the item's power, title, or skill.

Cost:

- for magic items: mana

"Hahahahahahaha" (me)

"(Finally the skill I needed, and she can identify not only my skills but also my titles and items as well.)" (me)

"(I'll have to rethink everything I was going to do today, hmmm...)" (me)

Hmmmm

"(I will wait two days for reconnaissance of the Goblin cave my Minor spoke of.)" (me)

"(I'll take advantage of these two days to train and get used to fighting with this body.)" (me)

After I've thought of everything I turn to my Subordinate who has just finished getting dressed, walk towards her and hand a sword in her hand

"Train." (me)

"Yes Master." (Subordinate Goblin)

While she was training with the sword I go to the other side of the warehouse to check my titles with [Identify: 1].

<[Result of identification of titles:

[□□○☆○●]--> ??????????????

[■■■■▣●▣■□☆○●□]--> ??????????????

[World Transgressor]--> Title given to one who was transferred or reincarnated in another world without being summoned or using the reincarnation circle.

BONUS: grants (5x EXP) work

[Last of his race]--> Title that proves the owner is the last of his race.

BONUS: (+5) on all stats.

[First of its kind]--> Title that proves the owner is the first of its kind.

BONUS: (+5) on all stats.

[He who brings chaos] -> Title that proves the owner breaks all rules and common sense to his will.

BONUS: Abilities such as bondage and control are useless to the owner.

[Named monster]--> Title showing that the owner's existence has been recognized by someone, a bond is formed or strengthened between the nominee and the nominee.

BONUS: (+10) on all stats.

[Unique Show]--> Title given to the strongest monsters of their races, monsters that shouldn't have been born.

BONUS: (+5) on all stats.

[True master]--> Title given to those who understand what a master truly is, one who does not use those who serve him but stands in front of him.

BONUS: (+50) charm for subordinates, slaves, and family members.

Finally, I can see what all these titles mean, there are some titles with dangerous names and it looks like the titles provide some permanent power as well.

I can see the reasons for my charm increase in stats, but it only has an effect on those who are serving me, but the other bonuses went to all stats.

If anyone else can see these titles it might get me into trouble, I should try to get as little attention as possible.

Another thing I realized is that I haven't seen the two unreadable titles yet, maybe if I raise the skill level I can decipher those titles.

It seems that I could only see this effect of titles on my stat today because of this skill [Identify: 1], but I got a little tired, this skill has decreased my MP a lot, now I'll leave to identify the passive skills at night and the skills Active for tomorrow.

"(Now I'm going to start my physical training, I'm going to do a hundred push-ups, a hundred squats, and a hundred sit-ups.)" (me)

This new body of mine is missing some muscle, so I will do this training every morning.

I will start now.

"Haaa... haaa ...haaaa ...whew" (me)

After an hour of physical training, I'm tired, I'm going to rest now and think about what training I'm going to do now.

Now that I stopped training I can see that my subordinate saw my training and started to imitate me, and did the training along with me, but she passed out the moment I stopped.

I go to her and take her in my arms and carry her to her bed for her to rest, I'll let her sleep until the afternoon.

Now I'm going to do martial arts training, I played a lot of games in my old world and with that, I did a lot of research to improve my games.

Among the researches I did I researched a lot of martial arts, I know my head most of the martial arts from my ancient world and even created some others to use in my games, I have to think about which one I should learn.

Hmmmm

If I think this is a fantasy world with monsters of all sizes and shapes then Earth martial arts are useless here, as they were created to be used against other humans.

I think I should use one of the martial arts I created for my games using those I researched as a base, the martial arts I created were made thinking of

fighting monsters of all shapes and sizes, it took me years to create just a handful of them.

The one I will choose was the first one I created, which is also the most difficult, as the first martial art I created I kept improving it and testing it with 3D animations to see how it worked and if there were any errors, I did countless tests and I was satisfied in the end, it became a martial art that I can use either unarmed or with a sword and daggers.

This martial art as well as others that I created was thought and planned to keep in mind the statistics and levels that increase in games which is the same case in this world. It is also a martial art designed to act together with skills and magic in games, in my old world it would be useless but here it surpasses all others that existed there.

Training will be difficult, so I'll start with trying to imitate the unarmed martial art forms first, so I'll keep repeating and see if I can get a useful skill to help.

For now, I'm going to start training, I'm training punches, kicks, elbows, knees, reverse kicks, somersaults, etc.

After four hours of training, I can finally do the martial art positions I created perfectly, but that's just the way, I need to use mana to show my true strength, but I need to increase my control first.

I'm exhausted now so I'm going to rest, for now, I'm going to eat some meat and then drink some water, then I go to my bed and while I rest I go over the positions and hit combinations of the martial art.

It's already mid-afternoon and I've rested enough, I'm going to resume my training and I see that my subordinate has finally woken up and wants to

resume her training too, she goes to the sword and starts training her handling with horizontal and vertical cuts.

Seeing her train with so much effort I get motivated to do that too, I go to the other side of the store and start training some combinations of moves until nightfall.

During training I noticed that the more I repeated the punches they got faster, stronger and I was able to perform them more fluidly. In the end, my strikes were fast and strong, I was able to do them in sequence without showing any opening, I realized the big difference martial arts make in this world.

The position of the body when throwing a punch or a kick made a big difference, for example, when punching if you turn your waist to punch it makes it even more powerful and faster.

When I stopped training I could see my subordinate looking at me with her mouth open and with a shocked expression, her eyes are shining with admiration.

"Master gii so strong giig." (Subordinate Goblin)

I had to calm her down a little so she wouldn't freak out.

Now that everything is done I sit down to get some rest as I am exhausted for the third time today.

Ding!

<[New martial art created successfully]>

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<[Name Your Martial Art]>

It looks like the training effect was better than expected, but I have to think of a name for it.

Hmmmm

"(I'll put the same name I had in my game, I'll name it Fist of Chaos.)" (me)

Ding! Ding!

<[You learned the self-created skill:

- [Martial Art Fist of Chaos: 1]]>

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<[You have acquired the title:

- [Founder of the Fist of Chaos]]>

Let me identify that title and skill.

<[Title identification result:

[Founder of the Fist of Chaos]--> Title given to the one who created the martial art of the Fist of Chaos.

A combat-focused martial art that takes into account the style of those who use it and can be adapted to countless different styles.

Extremely rare martial art made to face both monsters and people.

BONUS: (2x) the power of the Fist of Chaos abilities.

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<[Skill identification result:

[Martial Art Fist of Chaos: 1]--> martial art created by Zenos, a martial art that can be used with or without any type of energy.

(+5) increase in strength, dex,terity, and agility per skill level.

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It seems that I used mana during training without realizing it, both the skill and the title made me much stronger, with the skill it will be easier to train the martial art now.