



BLOOD AND FISTS

MODERN MARTIAL ARTS
TRUE 20 EDITION



REQUIRES
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INTRODUCTION

The men were laughing.

"Look, sweetness, you want no part of this. This isn't daddy's dojo in Fresno. Got it?"

Brianna brought her knees up to her chest one at a time, then, while each knee was still against her chest that leg went straight up into the air. Both feet on the ground, she doubled over backward, placing her hands flat on the ground. After holding this position for a few seconds, during which time her back popped—out of shape, too much time over a typewriter at the paper—she brought her legs up, held the handstand for a few seconds, then went over the rest of the way. She moved her head from side to side, momentarily resting an ear on each shoulder—and causing her neck to pop both times—then tied her long chestnut hair back into a ponytail and stepped out of her shoes.

The men were no longer laughing.

"Look, is this a date, or what? I made all the right 'contributions' to the old folks' home. I thought you boys liked to party."

The men formed a circle around her.

One stepped forward, his sadistic grin showing the teeth he had lost in previous streetfighting. "All right, Cutie. I promise to be gentle."

Brianna smiled. "That doesn't work for me, sugar."

The punk never saw the snap-kick—or the circle kick that robbed his smile of another tooth—but he managed to throw himself out of the way of the jump kick that would have snapped his head back into oblivion. The men surrounding them starting screaming as if on cue, with the men in the back—the hard-looking Japanese men with the bulges in their jackets, the men she was actually here to meet—taking bets.

"What the fuck was that?!?"

Brianna smiled again, her sweet southern drawl mocking the man on the ground. "That's Hapkido, darlin'. Did you miss the lecture on Korean history at the museum last week?" She moved in a slow

circle around him, keeping her eyes on the throng surrounding her to make sure no one wanted to join the "party."

The man sprang to his feet, spitting out a mouthful of blood, which caught one of the spectators right in the face. The man growled and surged forward, but a voice in the back hissed something, and he froze in his tracks.

Good. This might be the Hanmei after all.

Five hours later, back in her hotel room, Brianna slipped into a long-overdue hot bath, working out strain in muscles long left unused. Before surrendering altogether to the hot water, she picked up her cell phone and hit the speed dial. "Constitution. Do you know the extension of the party you're trying to reach?"

Brianna's mind was already fogging over, but she managed to mumble "868."

"Hello, this is Foreign Affairs Editor Jim Philby. I'm not at my desk right now, but leave me a message, and I'll return your call as soon as time permits."

"Jim. Bri. I'm in."

Hanging up the phone, Brianna sank down into the tub, letting the water cover her completely.

Welcome to the True20 edition of Blood and Fists. This is the third one of these introductions I've written for this book so I should be getting pretty good at it right? But enough about that, we're here to talk about martial arts.

Not the generic kind where you use "Hard Martial Arts" which is a feat that grants you a damage bonus and not much else. Nor the kind where you use "Kick Attack A" and hope your opponent doesn't counter with "Blocking Defense C" and you realize you've just turned your weekly RPG into a rock-paper-scissors tournament.

No, this book is about the legendary fists that have thrilled Hong Kong and American movie-goers in the 70's when some guys named Bruce and Chuck became legends. Of late, this same genre of movies have enjoyed a resurgence of popularity, this time

because of the flash and charisma of guys named Jackie and Jet. These movies were about more than kicking and punching. Not a lot more, granted, but they did introduce audiences to the styles, the histories and the philosophies of authentic martial arts.

This is the world Blood and Fists tries to bring into your weekly True20 game. Here, while attack and defense strategies are certainly a part of the game, a martial arts style becomes as much of a role-playing choice as anything else. Tae Kwon Do and Savate might be mechanically similar, but a character who spent years training to be a master of one will have a different mindset than a character who has become a master of the other.

But enough of my musings. Let's get started with the kicking shall we? Welcome to Blood and Fists, I hope you have an much fun playing with these rules as I did writing them.

- Chuck



CHAPTER 1: MARTIAL ARTS ARCHETYPES



CHAPTER 1: MARTIAL ARTS ARCHETYPES

This section presents the archetypes commonly found in martial arts fiction, including movies, comics and novels.

BRAWLER

Max watched the two fighting men, then turned away in disgust. As he walked over to his beat-up truck, he glanced at the little Japanese twerps that ran these “qualifiers.” He could feel their eyes on him as he reached in through the passenger window and pulled out a beer. Grinning at the closest one, Max stared right into his eyes as he opened the bottle with his teeth.

“Mr. Riggs, that might not be the best idea. You only get one attempt to qualify.”

Max spit out the cap and took a long swig of his beer. “What, you think I need to be sober to beat those guys?”

Suddenly the crowd split open, and one of the two men was on the ground. The other, the big bald asshole with the Nazi tattoos all over his chest, was glaring at Max. “Don’t ever talk about me, hick.”

Max growled, the veins of his thick neck bulging as he surged forward. The Japanese handlers were yelling. Max smashed the huge man right across the face with the bottle, ignoring the spray of beer and blood that showered him as he grabbed the biker’s crotch with one hand and his goatee with the other, upending him and pile-driving him right into the pavement.

As the toughs who enforced the rules tried to drag him away, Max kicked the downed biker with his steel toe. “You listening, you ignorant fuck?!? Good. Don’t ever call me a hick!”

Max spit on the man and walked back toward his truck. The head handler ran over. “No weapons! No Weapons! That one doesn’t count!”

Max laughed, then frowned, seeing that the biker had made him waste his last beer. Taking out his

pack of unfiltereds, he watched as the other toughs tried, without success, to get the biker to stand.

He was about to light a smoke, but he suddenly changed his mind. He tossed the cigarette pack into the truck and barreled towards the action again, grabbing two of the onlookers and smashing their heads together. “All right then, who else’s sorry ass do I have to kick? Huh?”

One of the spectators had gone down, and Max drew back to kick him like he had the biker, when the handlers grabbed him again. “All right! All right! You win! You win!”

Max shrugged his shoulders, simultaneously dislodging the thugs.

“Whatever. Look, is there a secret handshake or something? I’m thirsty.”

One of the Japanese men, the one who spoke English, stepped forward and handed him a card. It had two numbers on it.

“What the hell is this, your phone number? I don’t want a date, Hop Sing.”

“It is a time and a flight number. The next stage of the Hanmei takes place in Hong Kong.

The Brawler character is a baaaaaaaad man. He’s the kind of guy who rides the subway at night because it’s soothing. He has usually not been formally trained in any fighting style, but not too many people are willing to tell him that.

Recommended Role: Expert

Recommended Feats (*feats in italics are new feats described below*): All-Out Attack, Attack Focus, Banter, *Body Blow*, *Box Ears*, Crippling Strike, Defensive Roll, *Elbow Slam*, *Eye Gouge*, Improved Critical, Improved Grab, Improved Strike, Improved Trip, Inspire (Fear), *Parry Focus*, Sneak Attack, Startle, Stunning Attack

Recommended Martial Arts Styles (*note that styles are still feats, they are listed separately for convenience*): Bear, Boar, Boxing, Brazilian Jiu

Jitsu, Burmese Boxing, Capoeira, Kajukenbo, Knife Fighting, Professional Wrestling, School of Hard Knocks

Recommended Skills: Drive, Intimidate, Knowledge (streetwise), Sense Motive

CONTEMPLATIVE MASTER

The spectators whispered, wondering what the two men were saying. Usually these little affairs were fun, like something out of a movie. Instead, the old man was talking to the handlers in Japanese, and—unusual for them—they appeared to be showing him a great deal of deference. Finally, however, the head handler, with apparent reluctance, shook his head in a firm “No.”

The ring of onlookers rippled and parted as a young man in Air Force fatigues pushed through. “Look, old man,” he said in disgust, “some of us have business to attend to here, you know?”

The old man turned, looking up at the much larger American. “I am not here to fight. I am looking for my daughter. I heard she was here.”

The young soldier coughed, grinning. “I know a lot of Japanese girls. Maybe I know her.”

The old man turned his back on the soldier, again speaking to the handlers in low tones, their Japanese unintelligible. The men again began shaking their heads, almost sadly.

“Hey, old man, don’t turn your back on me.”

The soldier grabbed the old man by the shoulder, intending to spin him around, but the old man reached up and grabbed his hand, in the center, with only two fingers. Suddenly the soldier was on his knees, writhing in agony. The old man twisted his arm behind his back, placed one foot on it, and casually pinned the large man to the ground. Penetrating gray eyes raked the crowd as the first hint of impatience entered the old man’s voice.

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"I am not here to fight. I am Ishinomori Katsumoto. My daughter is named Brianna. I am looking for her. This is not the place for her."

The handler stepped forward, handing the old man a card. "This is where your daughter is, Sensei."

The old man took his foot off the soldier's arm. The soldier gasped, trying to move it, but it just hung limp, numb, and useless from his shoulder.

Katsumoto fixed the handler with his gaze, and his voice was steel. "You gave one of these to my daughter."

The young handler nodded, unable to speak.

The old man turned and walked away.

The Contemplative Master has devoted his life to the mastery of the physical and mental discipline of one style of the martial arts. However, this character also seeks to master the inner spirit, or Ki.

In a typical campaign, the Contemplative Master is a defensive fighter who does not start fights but finishes them and is a member of the Expert role. In cinematic campaigns allowing a limited use of Supernatural Powers, this character takes the Adept role and is a master of his Ki. In the fantastic campaign a character with this role is a Wuxia master allowing him to fly through the air and even project his Ki into blasts of elemental damage.

Recommended Role: Expert (*Adept in cinematic and fantastic campaigns*)

Recommended Feats (*feats in italics are new feats described below*): Animal Empathy, Assessment, Blind-Fight, Canny Dodge, Dedicated, Defensive Attack, Dodge Focus, *Hip Throw*, Improved Defense, Improved Disarm, Improved Throw, Improved Trip, *Leg Sweep*, Light Sleeper, Mind Over Body (only in cinematic martial arts campaigns), *Momentum Throw*, Subtle Power (only in fantastic martial arts campaigns), Uncanny Dodge.

Recommended Supernatural Powers (*only in cinematic or fantastic martial arts campaigns*):

Body Control (*only in cinematic campaigns*), Calm (*only in cinematic campaigns*), Combat Sense (*only in cinematic campaigns*), Elemental Aura (*only in fantastic campaigns*), Elemental Blast (*only in fantastic campaigns*), Enhance Ability (*only in fantastic campaigns*), Enhance Senses (*only in cinematic campaigns*), Nature Reading (*only in cinematic campaigns*), Pain (*only in cinematic campaigns*), Psychic Weapon (*only in fantastic campaigns*), Wind Shaping (*only in fantastic campaigns*), Wind Walk (*only in fantastic campaigns*)

Recommended Martial Arts Styles (*note that styles are still feats, they are listed separately for convenience*): Aikido, Burmese Bando, Chi Kung, Eastern Wrestling, Fencing- Spanish, Hsing-I Kung

Fu, Kendo, Kyokushin Karate, Kyudo, Lucha Libre, Pa-Kua, Pentjak Silat, T'ai-Chi Chuan, Ying Jow

Recommended Skills: Concentration, Diplomacy, Sense Motive, Stealth

MARTIAL ARTS MASTER

"New Contest."

Kimmy stepped into the center of the ring, ignoring the snickers. Stretching, she watched her opponent shrug off his jacket to go bare-chested in the cool night air. He squatted low several times, swinging his arms back and forth, military tattoos rippling on his wiry frame. He was watching her, too, his eyes never wandering from her, and his gaze made the hairs on the back of Kimmy's neck stand up.

Stop being a Daddy's girl.

She walked over to the man, extending her hand. "Kimmy."

He just nodded at her proffered hand, still not taking his eyes off her. "Marcel Bontecou." His French accent was so thick she could barely understand him. It was almost funny, in a way, like something you'd hear in a bad movie.

Then he stood up, smiling at her. She was barely five feet, and he wasn't much bigger. He was bald with bushy eyebrows and some sort of scar on his chin.

"Begin."

Suddenly the smile was gone. The man began bouncing on his toes, dancing around her. He looked wired. Manic. Suddenly, his leg snaked out. Kimmy darted back with the agility of a cat, but he still grazed her.

Right on the inside of her knee.

The pain exploded through her leg, and the wind was sucked out of her lungs. She made the mistake of giving into her reflex and reaching down for her leg, balancing on one foot.

Marcel dropped down like a dancer, planting his hands on the ground and swinging both legs around

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to knock Kimmy's one good leg out from under her. Before she even hit the ground, he was up and dancing around her again, smiling as she tried in vain to locate him. He loved this. Kimmy could tell. He missed it, even. Too much, perhaps.

"Are you crying? So delicate. Like a butterfly. Marcel loves to hunt butterflies."

Don't cry. You cry too easily, Kimmy.

Kimmy could hear her father's voice in her head. God, she hated that voice. She wanted to yell at him when he got like that. He'd wanted a son. She wished he could have admitted it, just once. But no. He had other ways of showing his disapproval.

A shadow. A glimpse out of the corner of her eye. Kimmy rolled, and the Frenchman's foot landed beside her head. Right where her neck had been.

He's going to kill me.

Kimmy moved on instinct. Stop looking for him. You can feel where he is, anyway.

A scuff of a sneaker. In her world, so contracted, the sound was like a car skidding on a rain-slick road. No crowd. Just her and the maniac. Her hand snaked out and caught a pant leg.

Kimmy pulled like her life depended on it. Another thud. This one much louder. Kimmy rolled away from it, onto her feet.

She went down again just as quickly, grimacing in pain as her knee gave out.

Marcel was up again immediately. "Butterfly has some spark, hmm?" He licked his lips at her failed attempt to get up again.

Can't fly on a broken wing.

Kimmy saw him coming toward her again. Straight toward her. No dancing this time. She tested her ankle—the one he'd knocked from under her—as she crouched on the pavement. Still works.

She drove herself forward on one leg right into Marcel's midsection. She felt the air rushing out of him, but he rolled with her movement, pitching her away as he went down.

She punched him in the groin as she hit the ground, and she heard him cry out in pain and surprise.

Reflexively, he kicked her, the point of his shoe hitting her right in the temple. The streetlights seemed to stretch and swirl. Why was Daddy practicing her so hard, anyway? She hated the dojo. Hated the history. Especially hated him.

Wait. Maybe this was her rape prevention class.

That was it. Kick to the groin. What's wrong with my leg? Eye gouge. Ridgehand to the throat.

She couldn't sleep yet. She had an exam tomorrow. Daddy would kill her if she didn't get honors.

The Martial Arts Master has devoted his life to mastery of the physical and mental disciplines of one style of martial arts. Characters who take this class will generally refer to themselves by their Style name (Aikido Master, Karate Master, etc.).

Recommended Role: Warrior

Recommended Feats (*feats in italics are new feats described below*): Accurate Attack, Attack Focus, Attack Specialization, *Body Blow*, *Counterstrike*, *Flying Kick*, Greater Attack Focus, Greater Attack Specialization, *Heel Kick*, *Hip Throw*, Improved Strike, *Leg Sweep*, Parry Focus, Seize Initiative, *Thigh Kick*, Tough, Weapon Bind, Weapon Break

Recommended Martial Arts Styles (*note that styles are still feats, they are listed separately for convenience*): Animal-Imitating Chuan Fa, Arnis, Banshay, Boxing, Capoeira, Cobra, Dragon, Drunken Master, Eagle, Fencing- French, Fencing- Italian, Gatka, Goju-Ryu Karate, Hapkido, Hwa Rang Do, Iaijutsu, Jeet Kune Do, Jujutsu, Kemjutsu, Kobujutsu, Kuk Sool Won, Kung Fu, Savate, Shao-Lin Kung Fu, Shotokan Karate, TaeKwonDo, Wing Chun

Recommended Skills: Acrobatics, Intimidate, Jump, Stealth



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Kimmy was staring at the ceiling. Suddenly, she surged up.

Where was she? How did she get here?

"Stay still. You have a

concussion."

"Where...?"

"Shh! It's a good thing I was there, young lady. The 'etiquette' of these street brawls is to call an ambulance and scatter. I am Ishinomori Katsumoto. What is your name, girl."

"Kimmy. Did I... owwwwwww!"

"Do not move! And what kind of name is 'Kimmy'?"

"K-Kimiko, Sensei." God, I hate Japanese men.

"Now listen to me, Kimiko. The men consider your match to be a tie, but you should go home. No doubt there are people who are worried about you, and this episode should have acquainted you with the barbarism of..."

Kimmy smiled, slipping back into welcome oblivion. "I won..."

Katsumoto looked down at her, frowning. Where are you, Bri?

No one is going to believe this.

They were in a Hong Kong warehouse for "Stage Two," as the handlers had called it. Brianna watched the match in progress. Classical Shao-Lin Dragon against... ROSS? Krav Maga? It was hard to say. Definitely Special Forces, though.

Jim will think I took a vacation and made this up.

She looked pensively at her gym bag. If anyone found out she was taping this, she wouldn't have to wonder about being believed. These guys were serious. And she still wasn't even sure who they were. Yakuza? Tong? Private businessmen just looking for a cheap thrill?

Again, it was hard to say.

"Hello, sweet cheeks."

Brianna froze. She knew that voice... Oh, hell.

"What are you doing here, Max?"

"I'm here to fight, darlin'. The thrill of victory, the agony of defeat. That's me."

Brianna turned and looked up at him. God, I hate this redneck. Why did I ever...?

"Actually, it was your father's idea. He asked me to help him find you. I figure once we get this little business settled, and you and me get married, I'll call him 'Dad' too."

"My father is..."

"No, he isn't here. Okinawa. Seems like they got these little parties goin' all over the place. Gives me and you a chance to get reacquainted, though."

Max just laughed as she stomped away. She loves me.

"Oto... Oto..."

Katsumoto frowned. The match ended suddenly, when "OtoOto," actually Otomo Otojiro, a somewhat famous Sumo Wrestler as he recalled, grabbed his opponent and slammed him down onto the mat.

The chanting got even louder, and Oto ran a victory lap around the mat, even signing some autographs as the cheers washed over him.

"You disapprove, Sensei?"

Katsumoto stiffened. He recognized that voice. "I thought I told you to go home, Kimiko."

"It's Kimmy, and you don't own me or know any more about me than my father. If he doesn't miss me, why should you?"

"I'll bet he misses you quite a bit, little one. You seek to prove yourself to your father, prove that you are as much a warrior as any son he could have had. This is not the place for that. This is not the way of the warrior."

Kimmy's face was red as she pushed past him onto the mat. "You don't know a thing about me, old man."

Lucky guess.

These are normal feats. In addition to the normal information for feats, many of these feats are listed for a certain type of

attack (punch, kick or weapon). This information is provided so that if a character has an improved feat (discussed later in this section under Martial Arts Styles) the character will know whether or not an improved Attack Focus or Attack Specialization applies to the feat in question. For example a character with the Capoeira martial arts style can take Attack Focus: Kick as an improved feat. The character could gain this bonus with any feat below listed as a kick, in addition to using the feat with generic unarmed strikes (which can be assumed to be punches or kicks as the character desires it).

BANTER (GENERAL)

You are adept at making witty (read: annoying) comments that distract your opponent in combat. When unarmored and unencumbered you add your Charisma modifier as a dodge bonus to your Defense. This bonus is in addition to the standard dodge bonus granted by Dexterity. You lose your Banter bonus if you are wearing armor or carrying more than a light load.

Special: The dodge bonus granted by this feat does not stack with the one granted by the Canny Dodge feat.

BODY BLOW (WARRIOR/EXPERT)

Punch, kick or blunt weapon

You can attack your target's midsection repeatedly, gradually tiring her out.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack you may choose not to inflict normal damage. Instead, the target makes a Fortitude save against a difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target is Winded for the remainder of the encounter (as soon as combat ends and the target

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gets a few minutes to catch her breath, she will recover). Repeated uses (and failed saves) from this maneuver within the same encounter can result in increasing levels of fatigue normally.

Special: Characters with the Endurance feat gain a +4 to their saving throws against this maneuver's effect. Characters with the Tireless feat suffer no penalties from this feat, though they can be rendered unconscious by it.

BOX EARS (EXPERT)

Punch

With this dirty tactic, you slap your target's ears, causing damage by forcing air into the fragile inner ear.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack you may choose not to inflict normal damage. Instead, the target makes a Fortitude save against a difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target is deafened for 1 round plus a number of rounds equal to your Strength. Failure by 5 or more means the target is deafened for 1 hour plus a number of hours equal to your Strength. Failure by 10 or more means the target is deafened for 1 day plus a number of days equal to your Strength.

When a target fails a save against this feat after combat begins, his Initiative is decreased by -4.

CLOAK TRAINING (GENERAL)

A specialized form of self-defense, the cloak was taught by some masters of defense. You may attack with a cloak (or other similar long, heavy cloth), gaining a +1 attack bonus to trip, disarm or grapple attacks. You may instead opt to defend yourself with your cloak, gaining a +1 Parry bonus.

COUNTERSTRIKE (WARRIOR)

Punch, kick or any weapon

You are trained to use a moment of weakness during an attack to launch a counterattack.

Prerequisite: Dexterity +1, Parry Focus

Effect: If you are using a parry defense and an opponent misses you with a melee attack, you may make a melee attack as a free action. You may not gain more than one free attack each round through this feat. If you are armed with a melee weapon, you may use this feat against an armed opponent. If you are unarmed you may only use this feat against an unarmed opponent.

ELBOW SLAM (WARRIOR/EXPERT)

Punch

You can drive your elbow into your target with your full weight behind it for a devastating attack.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack against a prone opponent, you gain a +3 damage bonus. Attacking with this feat renders you prone (whether you hit or miss). This feat does not stack with the heel kick feat.

EYE GOUGE (EXPERT)

Punch

You go after your target's eyes.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack you may choose not to inflict normal damage. Instead, the target makes a Fortitude save against a difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target is blinded for 1 round. Failure by 5 or more means the target is blinded for 1-4 rounds. Failure by 10 or more means the target is blinded for the rest of the encounter.

FLYING KICK (WARRIOR)

Kick

You can make one of the most spectacular, and lethal, martial arts attacks.

Prerequisite: Jump 5 ranks, Improved Strike

Effect: This maneuver may only be used in conjunction with a charge. If you move between 10 feet (the minimum distance for a charge) and your speed, you gain a +1 damage bonus on an unarmed attack made in conjunction with a charge. If you move more than your speed (up to the normal maximum of twice your speed) you gain a +2 damage bonus. This damage bonus is in addition to the normal +2 attack bonus and -2 defense bonus of a charge attack. You must stop when you reach your target (you cannot move by your target and return in order to move sufficient distance to gain a higher damage bonus).

HAYMAKER (WARRIOR)

Punch

You make a dangerous but reckless unarmed attack.

Prerequisite: Improved Strike, All-Out Attack

Effect: You must state you are using this maneuver before you roll your next unarmed attack. You may not use the Accurate Attack or Defensive Attack feats in conjunction with any unarmed attack that will benefit from the Haymaker feat though you may use the All-Out Attack feat in conjunction with this feat. If this unarmed attack hits, you gain a +1 damage bonus and your Strength bonus is increased by 1.5 (rounded down) for the purposes of determining your Strength's effect on unarmed damage.

If this attack misses, you suffer a -2 penalty to Defense for the remainder of this round and all of the next round. If you used the All-Out Attack feat in conjunction with this feat and miss you also suffer the Defense penalty from that feat for all of the next round.

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HEEL KICK
(WARRIOR/EXPERT)*Kick*

You bring your heel straight down on your opponent. If he is standing, this attack is inflicted on his foot, but if he is prone, the attack can be inflicted on any part of his body, making it especially deadly.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack against a prone opponent you gain a +1 damage bonus. This feat does not stack with the Elbow Slam feat.

HIP THROW
(WARRIOR/EXPERT)

You throw your opponent to the ground, inflicting damage and rendering her prone.

Prerequisite: Improved Trip

Effect: When you successfully trip an opponent, you may make a free unarmed attack (though resolved separately, this feat is not a separate attack, the free attack merely checks to see if your target struck the ground with enough force to potentially suffer damage).

IAIJUTSU STRIKE
(WARRIOR)*Weapon*

Your first attack is deadly; it is often the only attack.

Prerequisite: Exotic Weapon Training (Katana), Iaijutsu

Effect: When you successfully attack an opponent that is flat-footed because he has not yet acted in the first round of combat, you gain a +1 damage bonus. You may take this feat multiple times, increasing your damage bonus each time, to a maximum of +5.

The Uncanny Dodge feat does not prevent this attack from inflicting additional damage, though your opponent does retain his Dodge bonus against this attack normally (note that certain martial arts styles grant an improved form of Uncanny Dodge

that does prevent you from gaining the damage bonus granted by this feat).

LEG SWEEP
(WARRIOR/EXPERT)*Kick or weapon*

You have learned how to deprive your opponent of his footing.

Prerequisite: Improved Strike

Effect: When you hit with an unarmed attack you may immediately make a trip attack against that opponent as a free action.

LIGHTNING ATTACK
(WARRIOR/EXPERT)*Punch or kick*

This feat is a sharp, quick attack used as the mainstay of many fighters. It can be either a punch or a kick and is a jab or a snap kick, respectively.

Prerequisite: Improved Strike

Effect: Your opponent may not use his Parry bonus to defend against your unarmed attacks. This feat also means your opponent may not benefit from the Parry Focus or Counterstrike feats.

Your opponent may use his Dodge bonus normally.

MOMENTUM THROW
(EXPERT)

You use your opponent's momentum against him.

Prerequisite: Dexterity +1, Dodge Focus

Effect: If you are using a dodge defense and an opponent misses you with a melee attack, you may make a trip attack as a free action. This trip attack is carried out normally, including the target getting the chance to trip you in return if you fail (unless you also have the Improved Trip feat).

You may not gain more than one free attack each round through this feat.

PARRY FOCUS
(GENERAL)

Your parry bonus increases by +1. This additional parry bonus is lost in the same way as your regular dodge bonus, when you are flat-footed and so forth. You can acquire this feat multiple times and its benefits stack.



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THIGH KICK
(WARRIOR/EXPERT)*Kick*

You kick your target's thigh, gradually whittling away at her mobility.

Prerequisite: Improved Strike

Effect: When you make an unarmed attack you may choose not to inflict normal damage. Instead, the target makes a Fortitude save against a difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target's speed is reduced by -5 feet for the remainder of the encounter.

If a target's speed is reduced by half or more through repeated applications of this feat it loses its Dodge bonus and cannot benefit from the Dodge Focus or Uncanny Dodge feats for the remainder of the encounter.

Special: Characters with the Endurance feat gain a +4 to their saving throws against this maneuver's effect.

UNBALANCE
OPPONENT (EXPERT)

You keep your opponent off-balance, preventing him from exerting his full force against you.

Prerequisite: Defensive Roll

Effect: Your opponent gains no Strength bonus to damage with melee attacks.

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ARTS
STYLES

Marcel came off the mat, snatching a towel and bottle of mineral water from his gym bag.

"I should've known I'd see you at this thing, Frenchie."

Marcel smiled. "It is good to see you, Max. At least I know there will be some real competition in this tournament."

Max laughed as the smaller Frenchman hugged him. "Whoa, Marcie, you're scarin' me again. You always were a fruity little bubba."

Marcel laughed with him. "And I see you are still as repressed and homophobic as ever, my big American friend. Perhaps we will see each other on the mat, yes? I enjoyed our last encounter."

Max playfully punched the man in the arm. "You know it."

The smile faded as soon as the Frenchman had turned his back, and Max walked over to the stands where Bri was sitting, watching the match.

"Sure. Don't introduce me or anything. Sexist jerk. Who was that?"

"Marcel."

Brianna frowned. Usually she couldn't shut the lug up. "And...?"

"And nothing. Someone I knew when I was in the army. Forget it. You don't want to know him, trust me."

"Oto... Oto..."

Katsumoto rolled to the side, barely avoiding the huge Sumotori as he made yet another clumsy grab for him. This was the third of these warehouses, and always it was the same. No sign of his daughter; and although he had no desire to fight, he was told again and again that the only way to be given the next location was to step out onto the mat.

Suddenly, Oto had the old man's shirt. A smack to the face stunned him, and Katsumoto barely managed to shrug his shirt off, escaping the grip that would have broken his arm and ended the match.

Old fool. Center. Brianna is not here, the Sumotori is. Do not underestimate him again. Focus on the moment before you or you will go to the hospital and your daughter will be alone.

Suddenly, the relaxed triangular Hanmi stance characteristic of Aikido was gone, and the old man

was standing on one leg.

The change in stance seemed to momentarily confuse the enormous Sumotori, but, seeing that his target had finally stopped moving, he charged in for the kill.

Katsumoto shifted position, suddenly kicking OtoOto in the face, catching himself on the opposite leg. The crowd roared. The Sumotori's nose exploded in a shower of blood, and the huge man shook his head, his face a mask of red rage.

He wasn't down yet, not by a long shot. Backing off to recover, he pumped his arms several times, and the crowd responded, roaring their approval. The sight of blood seemed to have driven them into a frenzy, and the enormous wrestler seemed to feed off that manic energy.

Katsumoto hadn't moved. He watched his opponent impassively, waiting for OtoOto to charge again. Katsumoto could almost read the young man's mind through his eyes. I'm ready for the Crane Kick this time, you skinny old man.

Katsumoto moved suddenly, letting the Sumotori go by. As he passed, rigid hands held like beaks stabbed the huge man in his neck, his side, and his armpit.

The Sumotori went down like he had hit a brick wall, gasping for air. He twitched as the nerve spasms rocked his enormous body.

Katsumoto dropped both feet to the mat and walked away as the medical team attempted to wrestle the twitching mass onto a stretcher, and the roar of the crowd washed over the combatants like a surging ocean tide.

The old man's indifference to the crowd's praise only seemed to drive it into a fever pitch.

He walked off the mat and down the tunnel without looking back.

"Moto... Moto..."

"What in God's name did you think you were doing? Do you have any idea what this thing you've gotten yourself into is?"

Brianna stood on the balcony, staring out at the

sunset, enjoying the beautiful smell of the cherry blossoms after so many nights in stinking, sweaty gymnasiums. "I think I'm doing my job, Father, and I know exactly what I'm involved in. Maybe more than you do."

She turned suddenly, her gray eyes flashing. "You know. My work, my job. Your job was always pretty damned important to you. With that 'company,' First America, that sent you to the States, where you married a sweet southern belle and dragged her off to Japan, where she didn't even speak the language. And then you let her have a half-breed, mutt girl who couldn't make a friend because she's a freak with blonde hair. And then, just when your wife and kid start fitting in, you drag them to Korea. And then back to America, where they're as much freaks now as they were in Japan."

"Well, we're leaving. This is barbaric. It is not the way of..."

Brianna laughed, and turned her back on her father. "Right, Dad. The way of the warrior is the way of love. I know. Too bad you never treated Mom with the same love as you did that company or those Aikido seminars."

"Is that what this is about? You seek to punish me? To get the 'revenge' you think your mother is due?"

Brianna's shoulders shook silently. "No. I think it's about exposing a barbaric little spectacle to the world. I didn't want you involved in this. Hell, I didn't even think you'd know about it. But I'm not leaving until this is finished."

"Then I am not leaving, either."

Brianna turned again. "You still have that whole Japanese thing goin' on, don't you. I'm the little lady, and you have to protect me from the evils of the world, just like with Mom. So you chase me halfway around the world and drag that idiot Max into this, all because li'l innocent Bri is in trouble."

Katsumoto smiled, ignoring her sarcastic mocking. She knows I hate that accent of hers. Mostly fake, anyway. "That was his idea, actually. I called him, thinking he might know where you were."

"What would make you think that?"

The old man just laughed, seeing the color rise to her cheeks, though he couldn't tell if it was anger or embarrassment.

Looking over at the gym bag on the bed next to Brianna's, Katsumoto suddenly turned serious.

"Just a feeling I had, young lady. But there is something about this little 'barbaric spectacle,' as you call it, that you need to be aware of. You might know what you were getting into, but others here do not, and we will all bear the responsibility if anyone is killed."

"Well, you know how Japanese men are."

Both women laughed, "Darlin', I think I know more about them than you do, but yeah, I know exactly what you mean."

Kimmy blushed, then laughed again, "So that big guy followed you all the way here, huh? He seems crazy, but neat."

Now it was Brianna's turn to blush, but she hid it behind a veil of cigarette smoke, exhaling and handing it back to Kimmy, "Neat, huh? He can be that. But there's more to him than meets the eye. Still, there's nothing between him and me anymore. Ancient history."

"Ancient history, huh? Maybe I should go see him, then."

Brianna laughed as the girl got up to leave. "You stay put, darlin'. He's not your type, anyway."

Kimmy sat back down and, after one last drag, put the cigarette out. "So, when are they going to announce the final order, anyway?"

Brianna sobered suddenly, remembering what her father had said to her. "Early. Like they do everything else in this country. Nervous?"

"Shimatta!"

Brianna smiled, "Well then, don't worry about it. Get some sleep."

Minutes later, Bri was snoring fitfully. But Kimiko was still awake. Staring up at the ceiling in the darkness.

Both men spoke in unison, then downed their shot

glasses. "Banzai!"

Max slammed his fist on the table as he bit down on the lime in his other hand. "God damn that's awful."

Katsumoto laughed, leaning back in his chair and propping his feet up on the table. "Well, this is Japan. What did you expect? Don't look at me, I suggested the rice wine."

Max had filled the shot glasses again, muttering under his breath. "You would. That shit has no taste. No wonder you guys lost the war."

Katsumoto just smiled, "You always seek the advantage in every encounter. Even here, you see if you can anger me by mentioning the war. I wonder what would happen if we ever fought, you and I. You play the brawler, the 'hick,' but I know better. Just like I know better when it comes to you and my daughter."

Seeing the old man wave off the tequila, Max shrugged and downed that too. "Well, we might just get to see. They post in what, three hours?"

Katsumoto stretched, sitting up and pouring himself another. "Oyaoya! Is it that early? This is what I get for drinking with a barbarian."

Max laughed and toasted the old man. "See, we're not so different you and I. I think Bri sees it too."

Katsumoto just nodded. "She hates us both."

Max laughed, but he noticed the old man had no inclination to sleep, despite his griping, and poured two more shots. The only one who could sleep on a night like this, with the final fighting order being announced tomorrow, was Bri.

"Banzai!"

MARTIAL ARTS STYLES

Martial Arts Styles are a special type of feat that grant a basic level of training in a particular fighting style. Some feats are more in keeping with this fighting style than others, so martial arts styles provide the ability to learn improved versions of those feats later (selected normally).

CHAPTER 2: MARTIAL ARTS

CREATING NEW STYLES

Style feats have many common elements, and an explanation of these elements will aid players and narrators in designing their own styles. Since there are tens of thousands of martial arts styles around the world, not all can be represented in this book, and characters should be encouraged to bring their favorite styles into the game.

STYLE BASICS

All Martial Arts styles grant characters training in certain skills. These skills are listed in the style description and are granted a bonus through the style's training. A style's skills are always considered related for purposes of the Talented feat, even if they would not normally be considered related (such as Acrobatics and Concentration).

For any style that involves extensive throws, Acrobatics will be included among these skills.

The first thing a student in these styles must learn is how to fall without injury, so that throws may be practiced safely. Many fighting styles concentrate on "psyching out" your opponent.

Professional boxers and samurai both spend time learning this, and styles that focus on such matters will grant training in the Intimidation skill. Styles that teach extensive feinting techniques will teach the Bluff skill. Some styles, such as those taught to ninja and military commandos, will teach the character Stealth, as these styles follow the axiom "invisibility equals invincibility." When bringing new styles into the game, the GM will find that these skills are the most commonly granted, but whatever best represents the philosophy of the style, without harming game balance, is the best choice.

FEAT MODIFIERS

In addition to teaching the character skills, martial arts will also teach the character to better use abilities in combat represented by feats. Each martial art will thus have a small list of feats that work better for their students. These feats are available to the player regardless of role.

Note that in the case of the Attack Focus and Attack Specialization feats, the improved feat granted is more specialized than normal, with punches and kicks being the most common type of attack specialties for unarmed styles.

Sometimes a character may not be able to gain this bonus, at the game master's discretion. For example a character specializing in punches might have his hands bound. While he could still make unarmed attacks by kicking, he would not be able to gain the benefits of the improved feat Attack Focus: Punch.

Some of the feats above may also only be used in conjunction with certain types of unarmed attacks. So while a Capoeira stylist could take the Haymaker feat normally, he could not gain the benefits of his Attack Focus: Kick while using that feat, since it is listed as a punch attack.

THE BALANCING ACT

All of the styles below were created using a system, so that they could be balanced against one another. Presented here, to aid the GM in creating his own styles and balancing them with those presented below is the method that was used to create all the styles in this handbook. To begin, start with six "points," then pick from each of the categories below until you are out of points.

BASIC TRAINING

A style may grant a +1 bonus to a skill for 1 point, a +2 bonus to a skill for 2 points. A style cannot grant more than a +2 bonus to a single skill. Skill training is not the same as ranks in a skill and so does not count toward the character's skill rank limit by level. Skill training is more similar to feats that grant skill bonuses such as the Talented feat.

ADVANCED TRAINING

Each feat the style offers improved training in costs it two points. The character gains an improved version of a standard feat but must still select the feat normally.

The character gains access to a style's feats regardless of role, since his basic training in the style has laid the groundwork for more advanced study.

EXTERNAL STYLES

These styles are concerned with affecting the outer world, and tend to be more focused on combat. External styles have their attack rolls modified by Dexterity. This costs the style 0 points.

INTERNAL STYLES

These styles are concerned with the inner spirit of the student. Master yourself, and mastering the world will come easily, say the practitioners of internal martial arts. Internal styles have their attack rolls modified by Wisdom. Internal styles do not receive a Strength modifier to unarmed damage. This costs the style one point.

AIKIDO

Martial Arts Style

Aikido's founder, Morihei Ueshiba (1883-1969), was affectionately called O Sensei (Great Teacher) by the teachers and students who follow his teachings. Ueshiba trained extensively in martial arts as a youth, mastering Jujutsu, Kenjutsu (Sword Fighting), and Sojutsu (Spear Fighting), and was an instructor at Japanese military academies. Ueshiba claimed Aikido came to him in a vision in 1925 when he was 42 years old. Using this new style, Ueshiba defeated a military officer in a duel, without hurting him, by evading his blows until he dropped unconscious from exhaustion.

Aikido means Blending (Ai) Energy (Ki) Way (Do), thus, Aikido means The Way of Blending Force. Instead of resisting blows and possibly taking injury, the defender blends with the force of an attack, allowing it to harmlessly pass him by. Others translate Aikido as The Way of Harmony.

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“Those who seek competition are making a grave mistake. To smash, injure or destroy is the worst sin a human being can commit. The real way of a warrior is to prevent slaughter—it is the art of peace, the power of love.” –Morihei Ueshiba, 1942.

Prerequisite: Canny Dodge (Wisdom)

Basic Training: Acrobatics +1

Advanced Training: Defensive Attack (+3 to defense for every -2 attack, rounded down), Improved Disarm (+3 bonus when attempting to disarm an opponent)

Internal/External: Internal

ANIMAL-IMITATING CHUAN FA

Martial Arts Style

Since the earliest days of the Shao-Lin temple the monks imitated the fighting styles of animals, studying them closely to discover new ways to move and fight.

Prerequisite: Improved Strike

Basic Training: Any two of the following (all at +1): Acrobatics, Climb, Escape Artist and Stealth

Advanced Training: Any two of the following: Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down—so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Improved Speed (+15 feet movement), Improved Grab (+2 on free grapple check following a successful unarmed attack), Uncanny Dodge (you retain your Dodge bonus even against martial arts maneuvers that normally bypass Uncanny Dodge)

Internal/External: External

ARNIS

(Escrima or Kali)

Weapon Style

Arnis was developed by the settlers of the Philippine Islands, many of them from China, India, Indonesia, and Southwest Asia. When the Spanish

invaded the islands, they dubbed the fierce stick-fighting style of the natives “Escrima,” which means “skirmish.” After conquering the island, the Spanish outlawed the style, and it was forced underground. The style was preserved through dances and mock battles, in which the natives played the role of Spaniards, wearing the “arnes,” or medieval armor. These plays used the same footwork as Escrima and kept the techniques alive.

Remy Amador Presas, who incorporated empty-hand techniques, such as kicks and throws, into the style to make it more rounded, and who blended more than 7,000 regional styles into one national style, is considered the founder of Modern Arnis. This updated style also has a mystical side—dubbed “The Flow” by Presas himself—which encourages each student to tailor the style to his body and natural movements rather than conform himself to the style. Arnis stylists refer to their greatest practitioners as “Grand Masters.”

Prerequisite: Attack Focus (Club)

Basic Training: Intimidate +1, Sleight of Hand +1

Advanced Training: Two-Weapon Fighting (your attack penalties are reduced to +0 and -4 when attacking with two weapons), Two-Weapon Defense (+2 Parry when armed with two weapons, +3 when using the total defense action).

Internal/External: External

BANSHAY

Weapon Style

Banshay is a Burmese weapon art specializing in the sword, although spear and staff are also taught by the style. Like many Burmese martial arts, both Chinese and Indian martial combat forms heavily influenced Banshay’s development.

Banshay teaches the student never to unsheathe his weapon unless absolutely necessary. Students of this style are taught to attempt to disarm an opponent and to use the sheathed blade unless a dire situation presents itself. Only then is the student to resort to live steel.

Note: The sword used by Banshay practitioners is lighter than a traditional longsword. Use the statistics for the machete found in the d20 Modern core rules to simulate the Banshay sword.

Prerequisite: Weapon Training

Basic Training: Acrobatics +1, Sense Motive +1

Advanced Training: Attack Focus: Sword (+2 attack bonus), Attack Specialization: Sword (+2 damage)

Internal/External: External

BEAR

Animal Style

You fight like the bear, using long strikes, fierce punches, and devastating grapples to defeat any opponent. This style is one of the Kung Fu animal forms, thought to have originated at the Shao Lin monastery.

Prerequisite: Improved Strike

Basic Training: Climb +1, Intimidate +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Startle (+2 bonus on Intimidate checks to feint in combat)

Internal/External: External

BOAR

Animal Style

You have trained to imitate the vicious, close-in fighting style of the Boar.

Prerequisite: Improved Strike

Basic Training: Intimidate +2

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Startle (+2 bonus on Intimidate checks to feint in combat)

Internal/External: External

BOXING

Martial Arts Style

Boxing can be definitively traced to the Ancient Olympic games as far back as 688 BCE, although its origins are doubtless much older.

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As with wrestling, boxing appears to be an almost universal activity in the ancient world for both combat and sport. Modern competition boxing bears little resemblance to these ancient matches, in which no protective gear was worn, no time limit was imposed, no score was kept, and matches sometimes lasted over twelve hours, continuing until one combatant could no longer stand or fight.

Boxing, in its modern form, dates back to the 1904 Olympic Games in St. Louis. Some Boxers refer to themselves as “sluggers,” “dancers,” or “pugilists” and many affectionately refer to their sport as “the sweet science.”

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1

Advanced Training: Two of the following: Accurate Attack (+3 to attack rolls for every -2 damage, rounded down), All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Parry Focus (+2 Parry bonus for the first feat taken, +1 for each feat thereafter), Stunning Attack (+2 attack bonus on stunning attack rolls)

Internal/External: External

BRAZILIAN JIU JITSU

Martial Arts Style

In 1914 a Jujutsu master named Mitsuo Maeda moved to Brazil. In return for political assistance given to him by Gastao Gracie, Mitsuo agreed to teach his son Carlos Jujutsu. Carlos then taught his brothers, and through constant no-holds barred sparring and competition created the art today known as Brazilian Jiu Jitsu, sometimes called Gracie Jiu Jitsu.

This style is also a fine style to use for any of the growing number of mixed martial arts, such as Shoot Fighting, although the School of Hard Knocks style would be seen here as well.

Prerequisite: Improved Strike

Basic Training: Intimidate +1, Sense Motive +1

Advanced Training: Improved Trip (+3 bonus to trip opponents), Prone Fighting (+1 attack and damage rolls while prone)

Internal/External: External

BULL

Animal Style

You imitate the bull, overwhelming your opponent with ferocious charge attacks, head butts, and sheer aggression.

Prerequisite: Improved Strike

Basic Training: Intimidate +2

Advanced Training: Attack Focus: charge attacks (+2 attack bonus), Attack Specialization: charge attacks (+2 damage)

Internal/External: External

BURMESE BANDO

Martial Arts Style

Bando is a defensive martial art that favors long-range attacks made from outside an opponent's threat range. This style favors extensive imitation of animal movements for attack and defense and was probably influenced by Chinese Animal-imitating Chuan Fa.

Prerequisite: Canny Dodge (Wis)

Basic Training: Acrobatics +1

Advanced Training: Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Improved Trip (+3 bonus to Trip opponents)

Internal/External: Internal

BURMESE BOXING

Martial Arts Style

Burmese Boxing is virtually antithetical to Bando. While Bando teaches use of its techniques in self-defense and favors long range attacks from outside the opponent's reach, Burmese Boxing is

a hard-nosed offensive style that favors close-in fighting and grappling techniques. While there are no weight-classes, Burmese Boxing does have age categories based on the amount of time a practitioner has competed and the number of matches won.

Burmese Boxing matches are fought in four rounds. Rounds one through three are ended by a telling blow or grapple. The fourth round is ended only if the fighter is knocked out, bloodied, admits defeat or blood is drawn from the head (not the body). For this reason the head is the primary target of most attacks. Punching, kicking, head butts and throwing are all legal though attacks below the navel (including the groin), hair-pulling, scratching and kicking a down opponent are against the rules and result in disqualification.

Despite the relative lack of name recognition for Burmese Boxing this sport's practitioners compete against Muay-Thai boxers on a regular basis and Burmese Boxers reportedly win more than they lose. However some observers have attributed this to the average Burmese boxer being bigger than the average Thai boxer.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Perform (dance) +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Improved Grab (+2 on free grapple check following a successful unarmed attack)

Internal/External: External

CAPOEIRA

Martial Arts Style

Escaped Brazilian slaves developed Capoeira as a means of self-defense. These slaves developed their fighting techniques right under the noses of their Portuguese masters, disguising their training as a ritualistic dance in which the dancers (called capoeiristas) threw spinning kicks and head butts at opponents who performed acrobatics evasions, causing the kicks to narrowly miss. All the while,

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their fellow slaves played drums and sang songs about freedom. When the Dutch invaded Brazil in the seventeenth century, the slaves used the confusion created by these attacks to escape.

As the Portuguese expelled the Dutch and set about attempting to recapture their erstwhile laborers, they learned what their slaves had been practicing. The authorities subsequently outlawed Capoeira, and it remained illegal in Brazil until the mid-twentieth century. Capoeira stylists refer to themselves as Capoeiristas and to their Masters as "Mestres."

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Perform (dance) +1

Advanced Training: Acrobatic Bluff (+2 on Acrobatics checks for feinting), Attack Focus: Kick (+2 attack rolls)

Internal/External: External

CAT

Animal Style

You imitate the sleek grace of the cat when fighting.

Prerequisites: Improved Strike

Basic Training: Acrobatics +1, Climb +1

Advanced Training: Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Improved Initiative (+6 to initiative)

Internal/External: External

CHI KUNG

Martial Arts Style

Chi Kung is both a martial art of self-defense and a fundamental tool of Chinese Medicine. As a martial discipline it stresses use of the whole body and a powerful Ki to overcome attacks and heal the self. As a tool of healing, the practitioner learns the anatomy and how to focus his Ki to aid in healing. Acupuncturists have both learned Chi Kung (as a means of better knowing what nerve centers to penetrate to promote healing and the development

of their Ki) and prescribed Chi Kung (since the stimulation of internal organs can trigger the body's natural healing process and the overall health value of the art is tremendous) for centuries.

Prerequisite: Canny Dodge (Wis)

Basic Training: Medicine +1

Advanced Training: Improved Throw (choose between your opponent's Strength, Dexterity or Wisdom when making Trip attacks), Improved Trip (+3 to trip opponents)

Internal/External: Internal

COBRA

Animal Style

You imitate the deadly serpent when attacking. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger.

Prerequisite: Improved Strike

Basic Training: Sleight of Hand +2

Advanced Training: Challenge: Sleight of Hand Quicker than the Eye (in addition to ignoring the -5 penalty for the Quicker than the Eye challenge, you suffer no attack penalty if you fail a skill check to perform this challenge), Improved Initiative (+6 to initiative)

Internal/External: External

COMMANDO TRAINING

Martial Arts Style

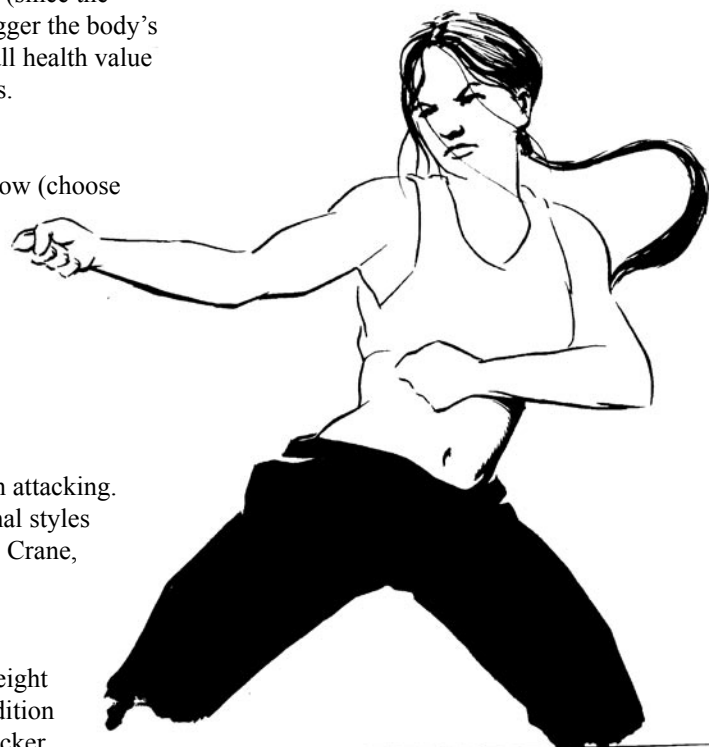
This fighting style represents the advanced combat training given to Special Forces personnel around the world. There are as many variations of this style as there are military organizations to teach it.

Prerequisite: Improved Strike

Basic Training: Climb +1, Stealth +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Improved Critical (the damage modifier for a successful critical hit is increased by +1)

Internal/External: External



DEER

Animal Style

You imitate the grace and alertness of the deer, avoiding conflict when possible but lashing out with vicious attacks if cornered.

Prerequisite: Improved Strike

Basic Training: Notice +2

Advanced Training: Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Improved Speed (+15 ft. movement)

Internal/External: External

DRAGON

Animal Style

Many cultures reverence the legendary power and majesty of the Dragon and attempt to emulate it when fighting.

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Dragon is a difficult style to master, because it requires power and grace in equal measure. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take the Animal-imitating Chuan fa style.

Prerequisite: Improved Strike

Basic Training: Escape Artist +2, Intimidate +2

Advanced Training: Attack Focus: Kicks (+2 on kick attack rolls)

Internal/External: External

DRUNKEN MASTER

Martial Arts Style

Like many ancient martial arts, the exact origin of Drunken Master is hard to determine. There are many legends that give possible origins for the style. The tale of the Eight Drunken Immortals, who fought with their fellow gods while drunk, and the tale of an intemperate Monk who defeated thirty of his fellows while drunk, then ripped the doors off the monastery, are only two of the mythological “origin stories” for this martial art. Monkey, Eagle, and Shao-Lin Kung Fu all have Drunken variants. If you wish to play a Drunken Monkey, Drunken Eagle, or Drunken Shao-Lin martial artist, simply take both styles. There is also a dedicated style, Shu-ju-chuan, which is the style presented here.

Prerequisite: Banter

Basic Training: Acrobatics +2

Advanced Training: Acrobatic Bluff (+2 on Acrobatics checks for feinting), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: External

EAGLE

Animal Style

You imitate the fierce eagle when fighting.

Prerequisite: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: Improved Disarm (+3 bonus when attempting to disarm an opponent), Improved Sunder (+6 when striking held objects)

Internal/External: External

EASTERN WRESTLING

Martial Arts Style

Every culture in the world has its own styles and traditions of wrestling. In game terms almost all external non-aesthetic wrestling forms are covered by the Greco-Roman Wrestling feat, while internal, aesthetic wrestling forms, such as Ch'in-na (China) and Vajra-musti (India) are covered by this style.

Prerequisite: Canny Dodge (Wis)

Basic Training: Escape Artist +1

Advanced Training: Defensive Attack (+3 to defense for every -2 attack, rounded down), Improved Trip (+3 to trip opponents)

Internal/External: Internal

FENCING ~ FRENCH

Weapon Style

The French school of fencing, depicted here, relies on speed and grace. Considered by many a defensive fencing school, French fencers favored disarming the opponent and then offering him the chance to surrender. This ended any point of honor duels with minimal bloodshed.

Prerequisite: Weapon Training

Basic Training: Acrobatics +1, Bluff +1

Advanced Training: Attack Focus: Sword (+2 attack rolls), Improved Disarm (+3 to disarm opponents)

Internal/External: External

FENCING~ ITALIAN

Weapon Style

Unlike the French school, Italian fencing relied more on power than grace. Two-weapon combat was favored with a classic coupe-de-grace of this style consisting of a grapple (often with the cloak or

by dropping the primary weapon and using the right arm to grapple) to allow a vicious stab to the ribs with a secondary weapon.

Prerequisite: Weapon Training

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Sword (+2 attack rolls), Attack Specialization: Sword (+2 damage)

Internal/External: External

FENCING~ SPANISH

Weapon Style

Spanish fencing involves a heavy mystical element, mixing mathematics, philosophy, and swordsmanship. The Spanish style of fencing is noted not for its grace or its power, as the French and Italian schools are but for its systematic and analytic patterns of attack and defense.

Prerequisite: Weapon Training

Basic Training: Sense Motive +1

Advanced Training: Improved Disarm (+3 to disarm opponents), Parry Focus (+2 Parry bonus for the first feat, +1 for each additional feat)

Internal/External: Internal

GATKA

Weapon Style

Gatka is a Sikh weapon-oriented martial art with origins in the Punjab region of India. Gatka has been used to great effect on a number of occasions in recent history, from the streets of Shanghai in the 1930's (where Sikh Gatka warriors were used as riot police) to Sikh regiments in World War II, which were almost exclusively composed of Gatka warriors.

Gatka fighting techniques are based on movements called “Panthra,” which are initially practiced without weapons to perfect the footwork and balance needed to function effectively on the battlefield. This practice technique is analogous to the Kata of the eastern martial arts. Gatka uses a number of traditional weapons, such as the Khand (an Indian Saber), the Kirpan (a dagger), and the

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Kaman (a bow). However, this style also teaches the use of exotic weapons such as the Katar (Indian punch-dagger) and the Chakra (or Chakram), a circular weapon with a razor sharp edge which is thrown at the enemy.

This weapon has recently become a part of popular culture and is known by millions of television viewers as the favorite throwing implement of *Xena: Warrior Princess*.

Prerequisite: Weapon Training

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Sword, Dagger or Bow (+2 attack rolls), Attack Specialization: weapon selected for Attack Focus (+2 attack rolls)

Internal/External: External

GRECO ROMAN WRESTLING

Martial Arts Style

As basic and instinctive a combat technique as the punch or the kick, the grapple has likely been around as long as mankind in an informal sense. However, by as early as 2600 BCE in Egypt, techniques for grappling were codified into set locks and holds. However, it was in ancient Greece that this form of combat achieved its ultimate expression, as evidenced by the name Greco-Roman Wrestling, which is applied to the Olympic sport form of this technique.

In Greece, wrestling was viewed as essential to the development of a youth's body and mind, and many of the greatest philosophers and scientists of the ancient world, such as Pythagoras, were also Olympic champion wrestlers. Wrestling was first included in the Olympics in 704 BCE, and the most famous practitioner of that sport was undoubtedly Milon of Crotona, a six-time champion. However, the Greeks recognized the military applications of wrestling as well, and pancratists, feared gladiators who fought with both wrestling and boxing techniques, accompanied Alexander the Great on military campaigns, and Pancratism is regarded by many as the world's first true martial art (Kung-Fu

is a possible contender for this crown, as the first recorded use of Kung Fu dates to the 5th century BC).

Although the history above is Greek, every culture in the world has its own styles and traditions of wrestling. In game terms all of the external non-aesthetic methods are covered by this one martial arts style. Some examples include: Shuai-chiao (Japan), Cireum (Korea) and Naban (Burma).

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Escape Artist +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

GOJU-RYU KARATE

Martial Arts Style

Goju-Ryu Karate is a form that dates after Shotokan and Shito-Ryu, in that order. To learn its early influences see the histories of those styles. Goju-Ryu emerged as a distinct style after the departure of Funakoshi, the creator of Shotokan, and Mabuni, the creator of Shito-Ryu to Japan.

In their absence Chojun Miyagi became a leading figure in Okinawan Karate-jutsu, developing a style that combined the linear punches and raw power of Shotokan with holds and throws. The name Goju means "hard-soft" and represents the concept that rigidity and power are sometimes a detriment on the battlefield as is fluidity and gentleness. Thus Goju-Ryu seeks harmony between these philosophies in a complimentary fashion. Goju-Ryu is an extremely powerful offensive style whose definition of defense is disabling an opponent in the most efficient way possible.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Escape Artist +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Improved Trip (+3 to trip opponents)

Internal/External: External

GUN FU

Weapon Style

Gun Fu is a martial arts application to gun combat. This style is seen in many popular movies and comic books, and has even become the adopted name of a popular paintball strategy guide. On a strictly historical note, since firearms were introduced to Japan the Bushi have had an art for firearms known as Hojutsu. Perhaps Gun Fu isn't entirely silly after all...

That said, campaigns striving for realism including all gritty campaigns and many cinematic ones may not wish to allow this martial art. Check with your narrator before selecting it.

Prerequisite: Firearms Training

Basic Training: Concentration +1, Spot +1

Advanced Training: Defensive Attack (+3 to defense for every -2 attack, rounded down), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: External

HAPKIDO

Martial Arts Style

Hapkido was created by Yong Shul Choi. In 1909, Korea was conquered by Japan, and Choi, at the age of seven, was sent to mainland Japan to serve as a laborer. Choi came to serve Sokaku Takeda, who was an instructor of Daito Ryu Aikijutsu, a more combative form of the art that became Aikido. Yong Shul Choi spent thirty years of servitude in Japan, under the influence of Aikijutsu.

Upon his master's death, he returned to the country of his birth and soon took on his first students and opened a school to teach Aikijutsu. In 1956, Ji Han Jae opened a school in Seoul, where he began to teach his own style, mixing elements of Aikijutsu he had learned from Yong Shul Choi, elements of Taoist mysticism, and the offensive kicks of TaeKwonDo. He called this new style Hapkido.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

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Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)
Internal/External: External

HORSE

Animal Style

You imitate the power and speed of the horse in combat.

Prerequisite: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

HSING-I KUNG FU

Martial Arts Style

Along with T'ai-chi and Pa-kua, Hsing-i is one of the three main forms of internal Kung Fu. While T'ai-chi concentrates on subtle yielding and slow movement to resist attack, Hsing-i, as its name suggests, emphasizes that the thought and action are one, and is characterized by lightning quick attacks.

This does not mean the style is offensive in nature, however. As one master put it "your attack begins after your opponent's, but arrives first".

Hsing-i originated some time between 1637 and 1661. During this time, a Shanghai resident, Chi Lung-feng claims he was taught this "profound boxing" by a mysterious stranger.

Prerequisite: Canny Dodge (Wis)

Basic Training: Sense Motive +1

Advanced Training: Improved Initiative (+6 to initiative), Improved Trip (+3 to trip opponents)

Internal/External: Internal

HUNG GAR

Martial Arts Style

Hung Tsi-kuan in 18th century China created Hung Gar. Hung Tsi-kuan was studying Kung Fu from two masters, a specialist in the Tiger style and a specialist in the Crane style, which he combined into one martial art.

From the Tiger master he took meticulously crafted stances and leaping attacks, and from the Crane master (a woman Hung Tsi-kuan would later marry) he took the one-legged stances and wing and beak attacks. This style of fighting, taught by both Hung Tsi-kuan and his wife became known as the "Fist Art of the Hung Family" or Hung Gar.

Hung Gar is known for its many stances, providing powerful and effective means of achieving balance, either to hold one's ground, or quickly close with an opponent. As this style originated in Southern China, where fighting on boats or in crowded alleyways were common, being able to hold your ground, or quickly close with an opponent to deny him favorable ground, were both crucial to winning in combat.

Prerequisites: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Uncanny Dodge (you retain your Dodge bonus even against martial arts maneuvers that normally bypass Uncanny Dodge)

Internal/External: External

HWA RANG DO

Martial Arts Style

Hwa Rang Do, which means "Way of the Flowering Manhood", was created by Dr. Joo Bang Lee in 1960. This martial arts style traces its combat techniques and strict moral code to the Hwarang, or Flower Knights of Silla, one of the three kingdoms that comprise modern day Korea. Although Dr. Lee's style descended from much older forms and traditions, it was he who created the syllabus for systematic study of the art, and the requirements for belt rankings, so in the modern sense of creation this is the creation of the style we today call Hwa Rang Do.

In addition to combat, Ki, and healing arts (known as Insool), Hwa Rang Do practitioners also follow a strict moral code based on five core principals: loyalty to country, loyalty to parents

and teachers, trust among friends, courage in the face of danger, and the taking of life only when necessary. In addition to the five core principals, which extend back to the ancient Flower Knights of the Hwarang, Dr. Lee added nine "founding moralities": humanity, justice, courtesy, wisdom, trust, goodness, virtue, loyalty, and courage.

Prerequisites: Improved Strike

Basic Training: Acrobatics +1, Medicine +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

IAIJUTSU

Weapon Style

Iaijutsu is the art of drawing and attacking in a single motion. Since the first strike in a duel between swordsmen was often the deciding blow, this art was considered by many samurai to be the most powerful in the arsenal of the swordmaster. The fact that many attacks came unexpected was also a critical reality that spurred the development of this art.

To many practitioners (especially today), this art is seen as a defensive one, necessary in troubled, war-ravaged Japan of the Middle Ages for the swordsman to defend himself from an unexpected attack. Since the ability to strike first also has extreme offensive potency however, this art quickly became better known for swordsman who would draw first and ask questions later at the slightest hint of danger.

Samurai skilled in this art were like hair triggers, and many were quick to draw at a loud noise or sudden motion. This may be the reason the samurai's right to kill commoners was expanded from when the commoner failed to show proper respect to when the commoner did something "unexpected." This skill, vital during the warring states period, became derisively known as "practice murder" during the Tokugawa period, as samurai continued to draw and strike commoners even after decades of relative peace.

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The fact that this art was often used on opponents who were unaware (either because they did not know the Iaijutsu master was present, or did not expect an attack) lent a certain disrepute to the art. The fact that many samurai used this art on unarmed commoners only contributed to its dark reputation, and many Iaijutsu masters were considered treacherous.

Prerequisite: Exotic Weapon Training (Katana)

Basic Training: Sense Motive +2

Advanced Training: Improved Initiative (+6 to initiative), Quick Draw (+2 initiative when armed with a Katana)

Internal/External: External

JEET KUNE DO

Martial Arts Style

“The way of the intercepting fist” is perhaps best known for its creator, the legendary “little dragon,” Bruce Lee. Lee rejected all aesthetics, stances, and other “mumbo jumbo” (as he called it), instead focusing on the reality of combat. Jeet Kune Do focuses on fluidity and attempts to emulate the indestructibility of water.

In the words of Bruce Lee, *“Try to find a nicely-tied package of water.” Water will sometimes flow around you unimpeded, but it can destroy boulders.*

“When you fight with a specific style, you are expressing that style. You are not expressing yourself.”

—Bruce Lee.

Prerequisites: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Improved Trip (+3 to trip opponents)

Internal/External: External

JUJUTSU

Martial Arts Style

Jujutsu, which means “gentle art,” is anything but in practice. Originally, this style was the preferred unarmed style of the Samurai (one of

the three major combat schools of the Samurai, in conjunction with Kenjitsu and Sojitsu), complimenting the swordsmanship learned through Kenjitsu (known today as Kendo) and concentrating on simple, brutal, yet effective kicks and bone-breaking locks.

Classical Jujutsu is the parent style of modern Aikido, Judo, and Karate. In modern times, the philosophy of this art has changed from its violent beginnings, and it now concentrates on a measured response to an attack, applying enough force to discourage an attacker. Obviously, however, this philosophy still includes the possibility of killing a determined opponent. Jujutsu practitioners call their most accomplished warriors “Shihan.” A student who has mastered all the moves of the style, to the point that he is considered fit to teach Jujutsu to other students, is called “Kaiden.”

Prerequisite: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

KAJUKENBO

Martial Arts Style

In 1947 five martial arts masters met in Oahu, Hawaii to create the ultimate combat martial art. The goal was to be able to survive any streetfight or combat situation against an armed or unarmed opponent. The five masters were: Adriano Emperado, a master of Escrima and Kenpo, Peter Y. Y. Choo, a master of tang soo do, Frank Ordenez, a master of Jujutsu, and Clarence Chang, a master of Kung Fu.

After synthesizing techniques for over two years these masters created a martial art they called Kajukenbo. The name is an amalgam of the new art’s component styles: Ka (Karate), Ju (Jujutsu), Ken (Kenpo), and Bo (Chinese Boxing or Kung Fu).

Although all five masters contributed greatly to the art, Emperado was the spiritual leader of the group, and his experiences fighting for his life in the back alleys of Honolulu as a poor youth was the driving force behind the style’s focus on real street combat. It is for this reason he is today regarded as the founder of Kajukenbo, if one single person can be called by that title.

Emperado opened the first Kajukenbo school in Honolulu with a training regimen that focused on the reality of street combat. Full contact sparring was held daily and no holds were barred in these fights. Broken bones were a common occurrence. Needless to say there were soon few students attending this academy. However, those who persevered gained a reputation as deadly streetfighters.

The following quote from a Kajukenbo master gives an excellent insight into the mentality of the style’s practitioners:

“Anything goes: The first thing to remember is to do anything it takes to win. Even if you have to bite, scratch, and kick, there are no rules. You have to fight like an animal if necessary. The old phrase in the martial arts is “be humble,” but be humble only to a point. Be a person because you choose to be, not because you’re intimidated.

Fight fast, fight hard: If you find yourself in a position where you have no other choice but to fight, do it fast and get it over with.

Don’t be stupid: Remember that a good streetfighter is as good as, or better, than a black belt in a street situation. Some of the streetfighters go out and fight every Friday night. They know how to take a punch. They know how to use a beer bottle. They know how to use a lot of things and they move like a cat when they fight.

Strike while he argues with you: If you can hit your opponent while he’s in the middle of a sentence or a word, you have the element of surprise. He can’t think of two things at the same time.

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Spit in his face at the exact moment you strike: Normally, a grown man will flinch because he doesn't like the idea of someone spitting in his face.

Use unexpected diversions and distractions: An older person can fake a heart attack long enough for the opponent to hesitate and be caught off guard by a counterattack. Surprise is always an advantage.

Attack the most vulnerable targets: Kajukenbo emphasizes attacking the most vulnerable targets including the eyes, the throat, the groin and the knees.

Don't stop until the person is finished: One or two moves may or may not be enough to take a person out. The Kajukenbo strategy is to strike or kick a person, get him down to the ground, and then continue until he stops."

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Startle (+2 bonus on Intimidate checks to feint in combat)

Internal/External: External

KENDO

Weapon Style

Many martial arts have heavy spiritual overtones and for some, the spiritual journey becomes as important, if not more, than any combat application. Japanese martial arts note this focus through the suffixes -jutsu, meaning "art" or skill and -do meaning "way" or philosophy. Thus all Japanese martial arts can be broadly divided into bujutsu (martial arts) and budo (martial philosophies).

For swordsmanship, the journey from martial art to martial philosophy began in the mid-Edo period, around the 17th century, when a Kenjutsu master named Odagiri Sekei founded the Muji-shin-jen ryu of Kenjutsu, or the "sword of no abiding mind" school. Master Odagiri claimed that Kenjutsu was an art devoted not to killing, but to perfecting the moral character of the swordsman. This echoed earlier beliefs espoused by Miyamoto Musashi.

Finally in the early 18th century, the Abe-tate ryu admitted what had happened to numerous schools of swordsmanship across Japan, naming its art Kendo, rather than Kenjutsu. This school taught that Kendo was an art without limit and that the swordsman's moral character was the central goal of swordsmanship. This philosophy was greatly resented by more traditional Samurai but the art spread like wildfire.

Prerequisite: Exotic Weapon Training (Katana)

Basic Training: Sense Motive +1

Advanced Training: Attack Focus: Katana (+2 attack rolls), Iron Will (+3 Will Saves)

Internal/External: Internal

KENJUTSU

(Also known as Wae Gum in Korea)

Weapon Style

Kenjutsu is one of the central martial arts of feudal Japan and defined the mentality of the Samurai warriors who served during that time. Although these warriors were trained in a dizzying array of fighting techniques, from unarmed combat techniques such as Jujutsu and Aikijutsu to horsemanship and military tactics, the Katana was their symbol.

Iaijutsu, training in quickly drawing the Katana to gain and advantage in combat, is a separate martial art, though closely related to Kenjutsu and its internal form, Kendo.

This martial arts style also covers Korean swordfighting that is known as Wae Gum and dates to the 16th century. Korean King Sukjong recognized that Japanese Kenjutsu was superior to the swordfighting techniques of his soldiers and had textbooks smuggled out of Japan.

Prerequisite: Exotic Weapon Training (Katana)

Basic Training: Intimidate +2

Advanced Training: Attack Focus: Katana (+2 attack rolls), Attack Specialization: Katana (+2 damage)

Internal/External: External

KOBUJUTSU

Weapon Style

When Japan conquered Okinawa in the seventeenth century the use of weapons was forbidden. In response to this, the Okinawans developed two fighting styles: Te and Emono-jutsu. Te is the precursor to modern Karate, and Emono-jutsu is the precursor of modern Kobujutsu. Since swords were forbidden, many farm implements were adapted to serve as weapons, such as rice threshers (Nunchaku), harvesting sickles (Kama), and so forth.

Kobujutsu training begins with the Bo-staff, then the Sai (which are used in pairs, although advanced practitioners carry a third for throwing), then the Tonfa, the Kama, the Tekko, the Nunchaku, and finally Tinbe-Rochin. More information on all these weapons can be found in the Martial Arts Weapons section.

Prerequisite: Weapon Training

Basic Training: Acrobatics +2

Advanced Training: Two-Weapon Fighting (your attack penalties are reduced to +0 and -4 when attacking with two weapons), Two-Weapon Defense (+2 Parry when armed with two weapons, +3 when using the total defense action)

Internal/External: External

KENPO

(Also Called Kempo)

Martial Arts Style

Kenpo's origins are shrouded in mystery, but this art seems to be Chuan Fa, transplanted to Okinawa and then Japan via wandering Chinese monks. This inference is largely made because the Shaolin martial art Chuan Fa translates to "fist art" and Kenpo translates to "law of the fist". Regardless of its ancient origins the modern era of Kenpo begins when James Mitose opens the "Official Self Defense Club" in Honolulu in 1936. Mitose taught William Chow, who in turn taught Ed Parker, who brought Kenpo to the United States.

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Parker, a greatly influential teacher, is often credited with “discovering” Bruce Lee at a Kenpo tournament, and was a martial arts instructor to the stars, including Steve McQueen and Elvis Presley. However, Parker also taught police self-defense, lending credibility to his style’s combat effectiveness.

Prerequisites: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Attack Specialization: Punch (+2 damage)

Internal/External: External

KNIFE FIGHTING

(Also Known As Tanto-Jutsu in Japan)

Weapon Style

As long as there have been blades there have been those who sought to master every facet of their bladed weapon both in combat where the best techniques for attack and defense are studied, and out of combat where meticulous care of the blade is performed. Although this martial art has a street or gang connotation today, in the form of Tanto-jutsu the noble Samurai of medieval Japan studied it.

Prerequisite: Attack Focus: Knife

Basic Training: Bluff +1, Sleight of Hand +1

Advanced Training: Challenge: Sleight of Hand Quicker than the Eye (in addition to ignoring the -5 penalty for the Quicker than the Eye challenge, you suffer no attack penalty if you fail a skill check to perform this challenge), Talented: Bluff and Sleight of Hand (+3 to checks with each skill)

Internal/External: External

KRAV MAGA

Martial Arts Style

Krav Maga was created by Imi Lichtenfeld, who was born in Bratislava, Czechoslovakia, a rough and tumble Jewish ghetto, where his father, Samuel, taught self-defense techniques and was a highly decorated police inspector. One of the lessons Samuel taught to his students and his policemen

was the importance of proper moral conduct. As Czechoslovakia became increasingly hostile for Jews in the 30’s, Imi was involved in numerous streetfights against fascist gangs that taught him the difference between the self-defense techniques taught by his father in the gym, and the reality of street fighting.

When Hitler turned Europe into a battleground and conquered Czechoslovakia, local authorities forced Imi to flee, and he eventually made his way to Palestine (modern day Israel), where he joined Haganah, a paramilitary group that sought to create a Jewish State. Imi began teaching hand-to-hand combat to his fellow soldiers at this time. After WWII, when Israel was recognized as a state, Haganah became the nucleus of the Israeli Defense Force, and the Israeli government named Imi the Chief Physical Training Instructor for the Defense Force and asked him to create a system for hand to hand combat. This system, called Krav Maga, is still taught to Israeli soldiers today. The style detailed below is the “military” style of Krav Maga.

Prerequisite: Improved Strike

Basic Training: Intimidate +1, Knowledge (tactics) +1

Advanced Training: Startle (+2 bonus on Intimidate checks to feint in combat), Improved Trip (+3 to trip opponents)

Internal/External: External

KUK SOOL WON

Martial Arts Style

In 1910 the Japanese conquered Korea. During the reign of the occupation, which lasted until the end of the Second World War, Japan outlawed virtually all aspects of native Korean culture, from their spoken language to their native martial arts. Many martial arts masters went into hiding to avoid imprisonment or execution. One such master was Suh Myung-duk, martial arts instructor to the Korean Royal Family. In the face of severe penalties for teaching his art he decided to secretly pass on his knowledge to one of his grandsons so

that it could be preserved for future generations. His grandson, In-hyuk Suh is the founder of Kuk Sool Won. In-hyuk Suh trained with his grandfather beginning at the age of five. Although an Allied victory brought about the end of Japanese occupation, Korea was to see little peace, and In-hyuk Suh’s grandfather was killed by North Korean soldiers during the Korean War.

However In-hyuk Suh continued his training, traveling Korea studying ancient texts at Buddhist temples and seeking out legendary masters in the remotest areas. After decades of training In-hyuk Suh named his new art Kuk Sool Won in 1961. In 1974 In-hyuk Suh came to America, and today the World Kuk Sool Association is headquartered in Houston. This headquarters houses a magnificent training facility for hand-to-hand combat, knife throwing, archery, swordsmanship, and horseback riding.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: External

KUNG FU

Martial Arts Style

Like many ancient fighting styles, the origins of Kung Fu are shrouded in mystery, legend, and misconception. Some sources date the origins of Kung Fu as far back as 3,000 BCE. Others believe Alexander the Great, in his contact with India, imparted the Pancratium (a combination of boxing and wrestling used by soldiers and gladiators) to the Buddhist monks, through whom it made its way to China. (This theory is based on the similarities between ancient Kung Fu and the boxing and wrestling maneuvers of Pancratium.

However, all fighting styles seem to begin with these maneuvers, which appear to be universal

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among unarmed combatants.) Still others place the beginnings of Kung Fu as recently as the founding of the Shao-Lin temple around 500 BCE, when a Buddhist Monk arrived and imparted some of his philosophy and Yoga techniques to the Chinese monastery. Whatever its origins, there can be little doubt that the Shao-Lin temples and instructors aided the spread of Kung Fu to Japan, Okinawa, Thailand, Korea and beyond. Today, there are more than 1,500 styles of Kung Fu worldwide, ranging from combat styles to Taoist philosophies that are more exercise forms than martial arts.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

KYOKUSHIN KARATE

Martial Arts Style

Masutatsu Oyama is the creator of Kyokushin Karate. Born in Korea in 1923, Oyama began to study the martial arts at the age of nine. As the Second World War approached, Oyama moved to Japan and trained to become a pilot. While doing so he continued his study of the martial arts, studying Karate under the tutelage of Gichin Funakoshi, the founder of Shotokan Karate (see the Shotokan Karate entry for more information).

Following WWII Oyama trained in Goju-ryu Karate under So Nei Chu, who was himself a student of Chojun Miyagi, that style's founder (see Goju-Ryu Karate for more information). Following a retreat to the mountains, during which Oyama trained for nearly three years in complete solitude, he began to tour and demonstrate his skills. During a yearlong trip through the United States, Oyama would accept any challenge as he traveled to dojo after dojo, and defeated all who opposed him, often with a single punch.

Upon his return to Japan in 1953 he opened his first "dojo" in a vacant grass lot outside of Tokyo. Within four years he had a real dojo and 700

students. In 1964 a new facility was opened, and the style was given its own name, Kyokushin, or "Ultimate Truth". Oyama passed away in 1994, but his martial art continues to grow, currently having ten million registered practitioners, making this potent Karate-do one of the most widely practiced martial arts in the world today. Kyokushin practitioners greet one another with "Osu" instead of hello. This greeting comes from *osu no seiden* and means "perseverance under pressure". Through this greeting students are reminded to always persevere regardless of circumstances.

Prerequisite: Canny Dodge (Wis)

Basic Training: Sense Motive +1

Advanced Training: Improved Throw (choose between your opponent's Strength, Dexterity or Wisdom when making Trip attacks), Improved Trip (+3 to trip opponents)

Internal/External: Internal

KYUDO

(also called Kuk Kung in Korea)

Martial Arts Style

Kyudo is a relatively recent term that means "way of the bow." Older forms of Japanese archery were called Kyujutsu and simply Ryu. Kyudo is a highly philosophical style, which focuses on attitude, movement, and technique, all blending into harmony. Kyudo archers believe the accuracy of a shot is determined by the mental state of the archer.

It is said that when a Kyudo practitioner's arrow hits its target, the student has found truth. In other words, whether a shot is a hit or miss is determined before the arrow is fired. Although the influence of Zen on Kyudo is well known, the form is also strongly influenced by Shintoism, the indigenous religion and philosophy of Japan. Indeed, the use of archery during Shinto ritual is a practice that extends back over two thousand years. Kyudo students call their practice halls "Kyudojos."

Prerequisite: Weapon Training

Basic Training: Spot +1

Advanced Training: Attack Focus: Bow (+2 attack rolls), Blind-Fight (this feat functions for both melee and ranged attack rolls)

Internal/External: Internal

LEOPARD

Animal Style

You imitate one of the fiercest of jungle cats when fighting. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take both the Shao-Lin Kung Fu and Leopard Style feats.

Prerequisite: Improved Strike

Basic Training: Climb +1, Stealth +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Attack Specialization: Punch (+2 damage)

Internal/External: External

LUA

Martial Arts Style

Lua is a native Hawaiian martial art that originated in the time before Hawaii had any contact with the outside world. Lua concentrates on techniques that would be familiar to any practitioner of Jujutsu. In fact, the parallels between the two styles are striking, considering that they developed (so far as we know) completely independently. Lua concentrates on joint-locks, punching, and the striking of nerve centers. It is believed by some that the Hawaiian technique of massage, lomi lomi, is related to these nerve attacks in the same manner that acupuncture and acupressure are related to pressure points.

Prerequisite: Improved Strike

Basic Training: Escape Artist +1, Intimidate +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

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LUCHA LIBRE

Martial Arts Style

A martial art that believes mystery is the key to victory, masks are worn during combat to protect the fighter's identity and give him added ferocity in battle. Like many pure wrestling traditions Mexican Masked Wrestling has made its way into professional wrestling... at least the masks have.

Prerequisite: Banter

Basic Training: Bluff +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: Internal

MONKEY

Animal Style

You use an acrobatic animal style, characterized by rolling around on the ground like an angry monkey. Conventional opponents find it difficult to fight you. Variants of this style exist in both Africa and the Orient.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Climb +1

Advanced Training: Acrobatic Bluff (+2 on Acrobatics checks for feinting), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: External

NAGINATA~JUTSU

Weapon Style

The Naginata is the traditional weapon of the Samurai daughters, and the fluid, spinning footwork taught by this style for both attack and defense were considered the epitome of beauty, grace, and femininity in medieval Japan. Practice of this art by women dates back to Japan's Tokugawa Period (1600-1867), but the form continues today in a Kenjutsu-like sport, still dominated by women.

This style, however, represents the older combative form of the art.

Prerequisite: Weapon Training

Basic Training: Acrobatics +2

Advanced Training: Attack Focus: Polearm (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External

NINJUTSU

Martial Arts Style

The ninja is a decidedly Japanese spy, probably influenced in its earliest incarnations by the sections on espionage in Sun Tzu's Art of War. However, the ninja as we know him can be traced to the 7th century. Michinoue-no-Mikoto is usually honored as the founder of this school of espionage and unconventional warfare. The title ninja was first granted as a badge of honor to Otomo-no-Saijin, who was given the name Shinobi. To this Japanese character, which means "steal in," another character was added to create the word Ninjutsu.

Prerequisite: Improved Strike

Basic Training: Climb +1, Stealth +1

Advanced Training: Startle (+2 bonus on Intimidate checks to feint in combat), Improved Trip (+3 to trip opponents)

Internal/External: External

PA-KUA

Martial Arts Style

Along with T'ai-chi and Hsing-i, Pa-kua is one of the three main forms of internal Kung Fu. Whereas T'ai-chi concentrates on slow movements, and Hsing-i on linear attacks and blazing speed, Pa-kua stresses circular movements and open-hand attacks. The origins of this art, like so many Chinese martial forms is shrouded in mystery. It is claimed its first practitioner, Tung Hai-ch'uan, learned this style from a mysterious Taoist hermit he encountered in the mountains.

Prerequisite: Canny Dodge (Wis)

Basic Training: Acrobatics +1

Advanced Training: Attack Focus: Punch (+2

attack bonus), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: Internal

PANTHER

Animal Style

You emulate one of the great stalking cats of the animal kingdom.

Prerequisite: Improved Strike

Basic Training: Climb +1, Intimidate +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Attack Specialization: Kick (+2 damage)

Internal/External: External

PENTJAK SILAT

Martial Arts Style

Pentjak Silat, which literally translates to "choreographed fighting," is one of over two-hundred martial arts styles found in Indonesia. Pentjak Silat has a mystical side to its teachings, and it uses movements seen in Indonesian dance, as well as animal movements, to create an acrobatic style of kicking and punching. Many Pentjak Silat styles employ what are known as "Binuntang Empat," which means "animal fighting mannerisms." These styles mimic the fighting movements of the monkey, the tiger, the crane, the snake, the python, and the eagle. If you wish to mimic these substyles of Silat, you should "cross-train" in two or more of these styles. Pentjak Silat practitioners call their training halls Kendang. Students are either Pelajarn (Student), or for the slightly more advanced Murid (Disciple). They call their teachers Gurus, Pendekhar (Spiritual Grandmaster), or Dukun (Mystic).

Prerequisite: Canny Dodge (Wis)

Basic Training: Acrobatics +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: Internal

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POLE ARM FIGHTING

Weapon Style

A concomitant development alongside the spear, the pole arm is also an ancient weapon, and in its simplest form is essentially a very long spear, giving up the ability to throw the weapon in return for increased reach and power.

In the modern world each pole arm is an exotic weapon. Statistics for European Pole Arms may be found in Core Rule Book I.

Prerequisite: Weapon Training

Basic Training: Intimidate +2

Advanced Training: Attack Focus: Polearm (+2 attack rolls), Attack Specialization: Polearm (+2 damage)

Internal/External: External

PRAYING MANTIS

Animal Style

You imitate one of the most feared hunters in all of nature.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Attack Specialization: Punch (+2 damage)

Internal/External: External

PROFESSIONAL WRESTLING

Martial Arts Style

Professional wrestling is a sport that has grown from circus sideshow antics into one of the most popular spectator spectacles in the world. This art uses the most innovative stunt work seen in modern movies, performing mock combat under dangerous conditions live in front of massive crowds.

Author's Note: While the above history assumes professional wrestling combat is not real combat, the author has the utmost respect for the skill and athleticism of the performers.

Also, even though the above history assumes the

sport is more stunt work than combat, for game purposes it is assumed that these stunt talents have translations into real combat situations.

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

PYTHON

Animal Style

You imitate the powerful python, known for crushing the life out of its opponents.

Prerequisite: Improved Strike

Basic Training: Escape Artist +2

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

ROOSTER

Animal Style

By imitating the jerky steps and pecking attacks of the rooster you gain an advantage in combat (as well as being the ultimate funky chicken dance champion).

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Attack Specialization: Punch (+2 damage)

Internal/External: External

ROSS

Martial Arts Style

ROSS is a Russian Martial Art. The name is an acronym which stands for Rossijskaya Otechestvennaya Sistema Samozashchity (Russian Native System of Self-defense). ROSS descends from an older form known as SAMBO (also an acronym, standing for SAMozashchita Bez

Oruzhiya or Self-defense Without Weapons), which was taught to Russian soldiers during World War II. SAMBO was a rough-and-tumble style of Streetfighting known to prisoners who were released to fight on the Russian front lines during the darkest hours of the war.

These prisoners taught what they knew to their fellows. ROSS incorporates SAMBO, along with techniques from boxing and modern biomechanics, and was created by General Alexander Ivanovich Retuinskih. In 1991, ROSS was recognized by the Russian Olympic Committee as the representative Russian Martial Art.

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

SAVATE

Martial Arts Style

Savate is a French kickboxing style that began among French sailors in the seventeenth century. Although this style's exact origins are unknown, it is believed that sailors who made frequent trips to Burma, China, and Thailand learned eastern techniques, which soon began to find their way into French dockside bar fights. In the nineteenth century, Savate was formalized, and a sport form of the art, Boxe Francaise was born. Savate practitioners call themselves "Savateurs."

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Attack Specialization: Kick (+2 damage)

Internal/External: External

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SCHOOL OF HARD KNOCKS

Martial Arts Style

This style has a long and colorful history, and it may be described as the quintessential fighting proto-martial art. Basically, this style is Brawling taken to the point of science, and it is seen in streetfights and bar brawls around the world every day.

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1



Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Rage (+5 rounds duration)

Internal/External: External

SCORPION

Animal Style

You imitates the poisonous, stealthy scorpion.

Prerequisite: Improved Strike

Basic Training: Escape Artist +1, Stealth +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

SHAO-LIN KUNG FU

Martial Arts Style

The Shao-Lin temples are legendary schools for numerous styles of Kung Fu, including Wing Chun and several animal styles (including Dragon and Crane styles). In the history of the Shao-Lin, it is difficult to separate Chinese propaganda from superstitious myth that has the students of the Shao-Lin able to perform almost superhuman feats (the television show Kung Fu did much to spread the mythology of the mystical Shao-Lin temple to America). What follows is as unbiased an account of the Shao-Lin as could be culled from various sources.

Shao-Lin—Chinese for “young forest”—was originally a sect of Chinese monks ordered by the emperor to translate Buddhist texts.

When a Buddhist Monk from India visited this temple, he taught the monks, who were in poor physical condition, movement exercises based on Indian yoga and representative of the animals of Indian and Chinese mythology (tiger, deer, leopard, cobra, dragon, and crane, to name but a few). In time, Taoist philosophy merged with Buddhist mysticism, and the exercise methods became formalized forms of self-defense.

Some of these Shao-Lin monks—many of whom were politically active—became rebels during the Boxer rebellion of 1901. The Boxer Rebellion

led to a period of anarchy within China, as rebels, loyalists, Imperial Europeans, and Japanese all warred with each other over the Middle Kingdom. In the 1930’s, with almost all outsiders removed from China, the battle became one of Nationalist vs. Communist, and although the Shao-Lin tried to remain neutral in this conflict, they were attacked as potential enemies by soldiers of both sides. Their temples were destroyed, and the few who survived fled to avoid a certain death.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

SHINOBI-JUTSU

Martial Arts Style

The art of “stealing in”, Shinobi-jutsu is an art that predates Ninjutsu and focuses strictly on stealth. While all ninja will certainly possess a high degree of skill in this art, non-ninja often studied this art if they were going to serve as scouts or behind-the-lines operators. Even the honorable Samurai studied this art and the stealth techniques of many Chinese and Japanese monastics, such as the Shao-Lin, are so similar to this style as to be mechanically identical.

Prerequisite: Climb 4 ranks, Stealth 4 ranks

Basic Training: Climb +1, Stealth +1

Advanced Training: Talented: Climb and Stealth (+3 to both skills), Trackless (you can either choose to leave no trail, or plant a false trail in order to escape or to lure an enemy into an ambush)

Internal/External: External

SHITO-RYU KARATE

Martial Arts Style

See the history of Shotokan for an early history of karate. After Gichin Funakoshi’s demonstrations of his Shotokan style of Karate in Japan, interest and study of Karate had exploded. In 1930, Kenwa Mabuni, who had been a student under the same

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master as Funakoshi as a young man, was invited to Osaka to teach his style of Karate, known as Shito-Ryu, Shito containing one letter of each of Mabuni's teachers and ryu meaning school.

Like Shotokan, Shito-Ryu places a heavy emphasis on kata, the repetitive practice of basic maneuvers over and over until they become instinctive. However, one sees more offensive use of kicks in Shito-Ryu than in Shotokan (which uses kicks primarily to disorient and disrupt balance).

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Startle (+2 bonus on Intimidate checks to feint in combat)

Internal/External: External

SHOTOKAN KARATE

Martial Arts Style

When Okinawa was conquered by Japan in the 17th century, all manufacture and importation of weapons was forbidden. This led to both the use of innocuous farm implements as weapons (Kobujutsu, which can be found in Blood and Fists) and the clandestine study of Chinese unarmed fighting methods.

This rudimentary martial arts style was called te, which means simply “*hand*”. This name was chosen because it was so common and innocuous, allowing discussion without drawing undue attention from watchful Japanese overlords.

In 1903, when te was finally legalized and permitted to be taught in Okinawan schools (in order to improve the physical condition of Okinawan men so that they would make better conscripts in the Japanese army) the style was renamed karate-jutsu. Karate-jutsu roughly translates to “China hand art” a name that pays homage to the three influences of the art: kara- (China) -te- (Okinawa) -jutsu (Japan).

In 1922 Crown Prince (later Emperor) Hirohito witnessed a demonstration of Karate-jutsu, and was so impressed that he urged Japan to study the

style in order to assess its potential benefits to the Japanese military. Gichin Funakoshi, a leading practitioner of Karate-jutsu in Okinawa was invited to Japan where he gave many demonstrations of his art, primarily at universities. Funakoshi's style of Karate-jutsu was known as Shotokan and relied almost exclusively on punching attacks, using the legs to create a stable base from which to launch punching attacks, along with the occasional low kick to attack your opponent's balance. A high risk, high yield martial arts style, Karate-jutsu appealed at a deep level to the Japanese psyche and Funakoshi was so impressive that in 1924 Keio University in Tokyo became the first Japanese institution to establish a dojo for the practice and study of Karate-jutsu. By 1930 every university in Japan had such a dojo.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

SOJUTSU

Weapon Style

For the medieval Samurai, there were three major fighting styles: Jujutsu (Art of the Empty Hand), Kenjutsu (Art of the Sword), and Sojutsu (Art of the Spear). This fighting style was also widely used by the Sohei, Warrior Monks who protected temples. This combat style is still in use today in the Japanese military under the name Juken-jutsu (the art of bayonet fighting).

Prerequisite: Weapon Training

Basic Training: Bluff +1, Intimidate +1

Advanced Training: Attack Focus: Spear (+2 attack rolls), Attack Specialization: Spear (+2 damage)

Internal/External: External

STAFF FIGHTING

(Also Known As Rokushakubo And Bojutsu In Japan)

Weapon Style

Clubs and staves were doubtless the first weapons used by man other than his fists and teeth. These weapons can even be seen in use in the animal kingdom by apes. When particularly sturdy pieces of wood were chosen, then specially shaped to turn a simple stick into a sophisticated weapon is unknown, but this method of fighting is found in virtually every martial civilization in the world where hardwood exists in abundance.

One advantage of pole arm fighting styles is the staff itself. A user of any pole arm fighting style may substitute that feat for the prerequisite for Staff Fighting, and may switch between the two styles from round to round (depending on whether the blade or spear end is being used to attack or the staff end).

Prerequisite: Attack Focus (Staff)

Basic Training: Acrobatics +1, Sense Motive +1

Advanced Training: Improved Trip (+3 to trip opponents), Parry Focus (+3 Parry bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: External

STICK FIGHTING

(Also Known As Jojutsu in Japan)

Weapon Style

Although clubs were undoubtedly the first weapons, they have never passed out of use in the history of mankind. The reason for this is clear. Although innocuous (appearing as a cane or walking stick) a hardwood club designed for combat is nearly as dangerous as a sword, especially in the hands of a trained wielder.

An example of just how dangerous sticks and staves can be in combat is found in the annals of Bojutsu and Jojutsu from medieval Japan. Muso Gonnosuke was a master of Bojutsu. He gained fame when he moved to Edo (modern-day Tokyo)

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and bested numerous swordsmen with his staff prowess. Until the day he encountered Miyamoto Musashi. After a long and vicious duel, Musashi's dual sword technique finally bested Muso when he locked the Bojutsu master's staff in a lock between his two swords.

To disengage Muso would have to relinquish his weapon, which would mean both dishonor and certain death. So the Bojutsu master announced Musashi the winner, never relinquishing his hold on his staff. Although he had earned the right to kill his opponent, Musashi spared his life, and Muso retreated in shame to the mountains, pondering his one defeat with extreme bitterness. After a decade of fasting and hardship on Mt. Homan, Muso received a divine inspiration to "*attack the vitals with a log*".

This technique was not really possible with the longer Bo staff, and so the master began to practice with shorter staves, used in pairs, which he named Jo for close-in fighting. Muso came down from Mt. Homan and challenged Musashi to another duel. This time, with his twin Jo staves he bested the venerable master. However, as a man of honor, Muso spared Musashi's life as he had been spared.

Jojutsu was soon a very popular martial art in Japan, especially with police and law-enforcement who continue to practice this art in -jutsu form today.

Jojutsu has evolved into a -do form, Jodo, which is currently practiced in a sport form in modern Japan under the auspices of the All Japan Jodo Federation.

Note: The Jo Staff uses the statistics for the club found in the d20 Modern core rule book.

Prerequisite: Attack Focus (Club)

Basic Training: Acrobatics +1, Sense Motive +1

Advanced Training: Two-Weapon Fighting (your attack penalties are reduced to +0 and -4 when attacking with two weapons), Two-Weapon Defense (+2 Parry when armed with two weapons, +3 when using the total defense action).

Internal/External: External

SUMO WRESTLING

Martial Arts Style

The first mention of Sumo wrestling is in a Japanese document called the Kojiki, which dates from the year 712 CE. However, since the Kojiki is the earliest written document in the Japanese language, it is arguable (indeed likely), that the sport is much older. Mythological accounts trace the origin of Sumo to two giants who fought for possession of Japan, with the winner granting ancestral claim of Japan to the Imperial Family that still rules (on an honorary basis at least) today. In 720 CE, the Nihon Shoki relates a tale of a Sumo match fought for the Emperor in 23 BCE, which was a match to the death. The winner of this legendary fight, Nomi no Sekune, is today considered the "father of Sumo." Sumo wrestling today is an immensely popular sport in Japan, Hawaii, and Samoa, and many Sumo wrestlers retire fabulously wealthy. Sumo Wrestlers call themselves "Sumotori."

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Escape Artist +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: External

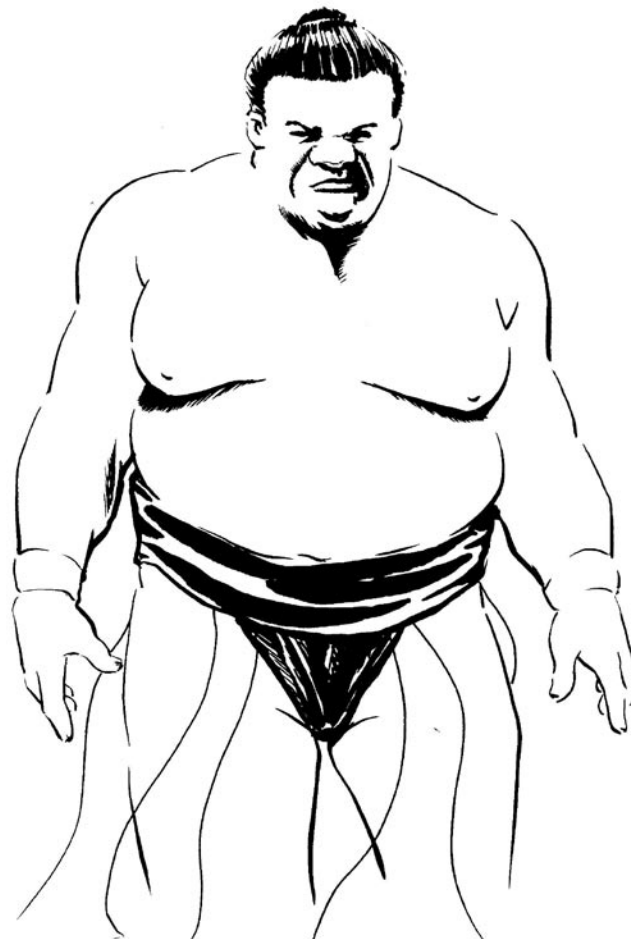
Special: You add 20-80 lbs to your weight, but you suffer no negative effects because of this. (Sumo Wrestlers are amazingly agile for their bulk).

TAEKWONDO

Martial Arts Style

TaeKwonDo can trace its philosophical background to Korea's "warring states" period, when three separate kingdoms were combined into one in 670 CE. One of the forces that helped this happen were the Hwa Rang Do, which translates as

"flowering youth". These men were formidable warriors in the older styles of TaeKyon and Soo Bakh, and their honor code could best be described as a form of Southeast Asian chivalry. This honor code is the philosophical backbone of modern TaeKwonDo. Japanese martial arts also heavily influenced modern TaeKwonDo, because the Japanese occupied Korea from 1910 until the end of World War II. Following the Japanese occupation, native Korean Martial Arts began to reappear, including the following eight major "kwans": Chung Do Kwan, Moo Duk Kwan, Yun Moo Kwan, Chang Moo Kwan, Oh Do Kwan, Ji Do Kwan, Chi Do Kwan, and Sung Moo Kwan.



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In 1955 these kwans united into Tae Soo Do, but by 1957 more and more Koreans were calling this art TaeKwonDo to honor TaeKyon, which they saw as the precursor for all Korean Martial Arts. In the 2000 Olympic games, TaeKwonDo made its debut as a full-fledged Olympic event.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Attack Specialization: Kick (+2 damage)

Internal/External: External

T'AI-CHI CHUAN

Martial Arts Style

The goal of T'ai-chi Kung Fu could be seen as the ultimate extension of meditation. The goal is to be in a meditative state at all times, until the master of this style literally lives in meditation. There are many stories about the origin of T'ai-chi, ranging from a 13th century Taoist priest learning this style in a dream, to creation by an 18th century master of Shansi Province. Scholars hold this 18th century date as the first verifiable existence of the art.

Although the most popular form of this art in practice today is a form of meditative exercise, T'ai-chi Kung Fu is considered the finest representation of Chinese internal martial arts to ever be created, and one that is still widely practiced in China, Hong Kong, and Singapore today. The primary philosophies of T'ai-chi Kung Fu are: continuous movement, circular movement, relaxation, and that Ki moves outside the body.

In combat T'ai-chi is characterized by slow movements and subtle yielding, rendering the most ferocious attack worthless beneath a calm, placid defense.

Prerequisite: Canny Dodge (Wis)

Basic Training: Sense Motive +1

Advanced Training: Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth), Improved Trip (+3 to trip opponents)

Internal/External: Internal

TAIHO-JUTSU

Martial Arts Style

As Japan moved into the modern age, the needs of its police forces continued to evolve as well. Katana-wielding Samurai could no longer be counted on to keep the peace, and so in 1924, faced with a rising incidence of crime and police injuries the Tokyo police department asked a group of Sensei to come up with a martial art to address the needs of police officers. The sensei produced a system still taught to police officers of many different countries called Taiho-jutsu (arresting art) comprised of techniques drawn from Aikijutsu and Jujutsu, as well as some weapon techniques from Kobujutsu (the Tonfa, a style of billy club now in use by police worldwide) and the Jutte (a weapon used by Japanese peacekeepers for hundreds of years).

Prerequisite: Improved Strike

Basic Training: Intimidate +1, Sense Motive +1

Advanced Training: Attack Focus: Club (+2 attack rolls), Improved Grab (+2 on free grapple check following a successful unarmed attack)

Internal/External: External

THAI KICKBOXING

(also called Muay Thai; known as Lethwei in Burma)

Martial Arts Style

Thai Kickboxing, or Muay Thai, is both a brutal martial art and the most popular spectator sport in Thailand. Because this style uses the hands, elbows, knees and feet to strike, it is sometimes called the "science of eight limbs." Although the modern sport requires the combatants to wear boxing gloves, the knees and elbows are not padded, and these are used to deliver devastating attacks that serve to make Thai Kickboxers some of the toughest fighters on Earth and the careers of most Thai Kickboxers painfully short.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

TIGER

Animal Style

You simulate the low, fierce, slashing Tiger. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take both the Shao-Lin Kung Fu and Tiger style feats. There is also the Hung Gar style, which is a combination of Shao-Lin Crane and Shao-Lin Tiger styles. If you wish to simulate that style, you should take Shao-Lin, White Crane, and Tiger style feats.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Stealth +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Prone Fighting (+1 attack and damage rolls while prone)

Internal/External: External

WADO-RYU KARATE

Martial Arts Style

Wado-Ryu's early history may be found in the history sections of Shotokan, Shito-Ryu Karate and Goju-Ryu Karate, respectively. Wado-Ryu, whose name means "way of harmony" was founded in 1934 by Hironori Ohtsuka. This style is a synthesis between Shotokan and Jujutsu

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Escape Artist +1

Advanced Training: Attack Focus: Punch (+2 attack rolls), Improved Grab (+2 on free grapple check following a successful unarmed attack)

Internal/External: External

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WHITE CRANE

Animal Style

You imitate the grace of the White Crane in combat. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take both the Shao-Lin Kung Fu and Dragon style feats. There is also the Hung Gar style, which is a combination of Shao-Lin Crane and Shao-Lin Tiger styles. If you wish to simulate that style, you should take Shao-Lin, White Crane, and Tiger style feats.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

WING CHUN

Martial Arts Style

Wing Chun was developed approximately three-hundred years ago in Southern China by a Buddhist Nun named Ng Mui, and it is named after Ng Mui's first student, Yim Wing Chun. Legend states that Ng Mui was fleeing the destruction of her Shao-Lin monastery and sought shelter at a monastery in Yim Wing Chun's town. The Nun took pity on the girl, who was being harassed by a local ruffian that sought to intimidate her into accepting his marriage proposal. After training with Ng Mui, Yim Wing Chun eventually challenged the ruffian and beat him. After she married, she taught the style to her husband. For centuries, this art was taught in secret to a select handful of students. In 1949, Yip Man brought Wing Chun to Hong Kong, where the style quickly spread to the rest of the world.

Prerequisite: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

YING JOW (EAGLE CLAW KUNG FU)

Martial Arts Style

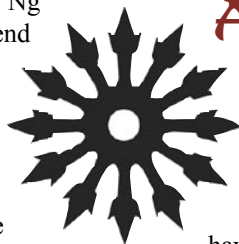
General Yue Fei created Ying Jow. He became a national military hero after leading an army legendary for its skill and discipline (an army he trained) against invaders during the Northern Song Dynasty (12th century). Yue Fei was highly regarded as both scholar and warrior, and was said to know a legendary fighting technique known as the 108 Techniques passed down to him by his master. Many of these techniques formed the basis for Yue Fei's art, which he called Ying Jow.

Prerequisite: Canny Dodge (Int)

Basic Training: Medicine +1

Advanced Training: Improved Grab (+2 on free grapple check following a successful unarmed attack), Improved Trip (+3 to trip opponents)

Internal/External: Internal

POST-
APOCALYPTIC
STYLES

The following martial arts styles were originally from Wasteland Fury: Post Apocalyptic Martial Arts. While a few have Ancient influences, most of the styles have been inspired by post-apocalyptic factions, movements, or mutant beasts.

ANCIENTS' LEGACY

Foundation Martial Arts Style

History: The Foundation seeks to uncover and reclaim as much of the Ancients' legacy as possible. Often this puts them in search of technology, the lost artifacts of the Ancients. However, in Ancient libraries, other legacies have been uncovered that show the Ancients were truly wise and powerful beyond measure. One of the first to uncover and relearn the awesome systematic fighting styles

of the Ancients, the Foundation, with their warrior monks, have used these techniques, ancient even at the time of the Fall, to increase their power. As much as they have learned of these ways, there are those who seek even more knowledge and insight into the Ancients' combat and meditative techniques. Holovids and manuals have been discovered showing Ancient artists of the old styles who were able to break bricks with the softest touch, become invisible, and fly through the air like birds.

Some within the Foundation believe these are mere stories told to entertain children among the Ancients, but some of the most fearsome warrior monks believe the stories are true, that it is possible for the inner spirit to become so strong that anything is possible. Although the Foundation has rediscovered dozens of Ancient fighting styles, the Legacy was the first style created after the Fall, and was first taught by the revered Sensei Master Wei. It is a combination of direct fighting styles, systematic study of the human body and its weaknesses, and esoteric philosophy.

It has become far and away the most widely practiced combat style among the Foundation, and its secrets are closely guarded. The Legacy is never shared with outsiders, and a Sensei will put any prospective student through a horrendous trial to prove his dedication before taking him on as a student.

At Foundation bases, prospective students, seeking to become initiated into the Legacy's methods, are seen prostrate before the training hall, called a Dojo (a term passed down from the Ancients themselves), bare chested, going without food or drink, basking in the hot sun of the Twisted Earth.

Sometimes a week will pass before the doors to the dojo finally open and the prospective initiate is invited inside to begin his training. Many fail this initial trial and never learn the Legacy.

Prerequisite: Improved Strike

Basic Training: Acrobatics +2

Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

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ANCIENTS' EXODUS

Foundation Martial Arts Style

History: Every member of the Foundation is told the story of the Exodus, how the original warriors of the Foundation made their way through the chaos and anarchy of the Last Days, attracting a band of desperate refugees as they made their way to safety. Legend has it that the Exodus, a defensive fighting style often taught to women extends back to those days, with the leaders of that rag-tag band teaching basic fighting techniques to the women and elderly, to keep them from being snatched from the group by the crazed marauders wandering mad through the streets, embracing the end of the world.

How much fact there is to this tale is a matter of some debate, even within the ranks of the Foundation. However, this style has existed from the days of the Foundation's original vault home as a form of self-defense and exercise, and is taught to every member of the Foundation who wishes instruction at morning exercise sessions. Many wishing to learn Legacy take instruction in this style, hoping it will gain them the attention of the Sensei, and occasionally this does happen.

Prerequisite: Canny Dodge (Wis)

Basic Training: Acrobatics +1

Advanced Training: Improved Throw (choose between your opponent's Strength, Dexterity or Wisdom when making Trip attacks), Improved Trip (+3 to trip opponents)

Internal/External: Internal

CRIMSON FIST

Brethren Martial Arts Style

History: The crimson flag is a well-known symbol of the Brethren, one of the more repulsive and backward groups of the Twisted Earth.

These troglodyte-like creatures have developed a brutal fighting style of their own, one that is designed at least partially to help them overcome their opponents, who are frequently better armed and armored. The Brethren, especially those who are devoted practitioners of this style, are enraged by the notion that their way of fighting shares any similarity with a practice of the despised Ancients. They see the Ancients as fat and soft, and frequently point to evidence that this was true in defense of their fighting methods. More often, however, anyone who tells a "Fist" (as practitioners of this style call themselves) that he is practicing an Ancient tradition gets a chance to see how brutally effective this style can be.

Prerequisite: Improved Strike

Basic Training: Escape Artist +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), Attack Specialization: Punch (+2 damage)

Internal/External: External

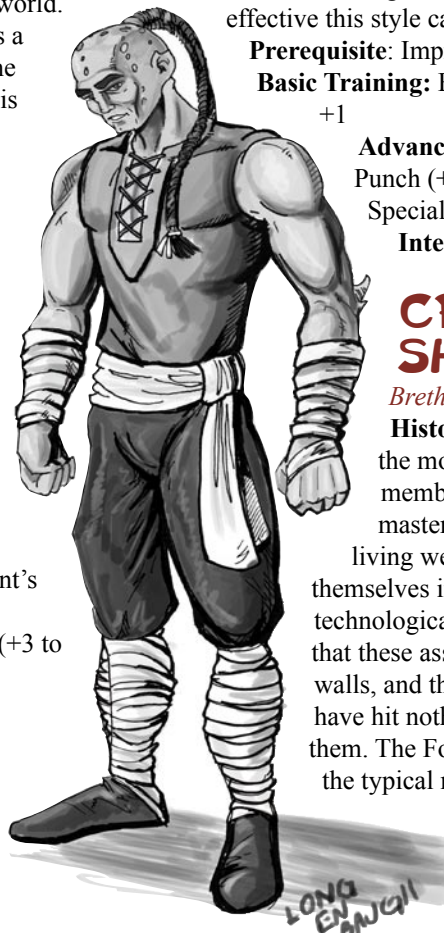
CRIMSON SHADOW

Brethren Martial Arts Style

History: Taught to only a few, the most dedicated and proven members of the Brethren, the masters of this style are truly living weapons, and fully believe themselves immune the most potent technological weapon. It is whispered that these assassins can walk through walls, and that entire clips of ammunition have hit nothing but air in fights against them. The Foundation considers these the typical rumors of the wasteland primitives... officially.

Prerequisite: Improved Strike

Basic Training: Climb +1, Stealth +1



Advanced Training: Attack Focus: Kick (+2 attack rolls), Improved Trip (+3 to trip opponents)

Internal/External: External

GEMINI

General Martial Arts Style

History: Since ancient times, men have created martial arts styles by watching animals and adopting their fighting styles. Gemini is one of the growing number of martial arts created since the Fall that have come from the inhabitants emulating the fantastic new lifeforms of the Twisted Earth in combat, in this case the dreaded two-headed bear, whose ferocity is legendary.

Prerequisite: Improved Strike

Basic Training: Escape Artist +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), Improved Grab (+2 on free grapple check following a successful unarmed attack)

Internal/External: External

GROUND ZERO

Brotherhood of Radiation Martial Arts Style

History: Through their studies of the Ancients and their ways, the Brotherhood has learned many secrets that they guard zealously. Among these secrets are the Ancients' knowledge of the body and how a slight touch can cause great pain, and how the mind can rule the body, allowing it to ignore pain, fatigue, hunger, and thirst. In the glowing wastes these creatures call home, bizarre, dancelike kata are practiced by the light of radiation, while the practitioners chant the names of isotopes and radioactive elements. Combatants using this style make extensive use of pressure points in combat, which they call "releasing the internal glow", believing in their primitive fashion that radiation is an integral essence of the body and that touching the body at the right point somehow releases it, to painful effect.

Prerequisite: Canny Dodge (Wis)

Basic Training: Sense Motive +1

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Advanced Training: Attack Focus: Punch (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: Internal

HYDRA

General Martial Arts Style

History: Another style that emulates the beautiful and terrifying life that has begun to repopulate the Twisted Earth, Hydra emulates the multi-pronged attack of the Abomination, using deceptive hand movements and misdirection to allow attacks to come from unexpected directions, catching opponents off guard just as the abomination does with its many heads.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Bluff +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), All-Out Attack (+3 attack rolls for every -2 Defense, rounded down)

Internal/External: External

HYPOLYTA'S HAND

Amazons

History: The Amazons have a tradition of hand to hand combat training that goes back to the earliest days of the sisterhood. Any woman may come to them and receive basic instruction in these self-defense techniques, even if she does not wish to join the sisterhood. In communities where the Amazons are frequently seen, many mothers send their daughters out at night, unknown to even their fathers, to learn these techniques. Many raiders have been unpleasantly surprised in encounters with supposedly helpless women after an Amazon has visited a wasteland community.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Bluff +1

Advanced Training: Attack Focus: Kick (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External

LONE STAR

Rangers Martial Arts Style

History: Rangers are drilled in a saying from the day they begin their training, the most rigorous military training in all of the Twisted Earth, "A gun is only as good as the man shooting it". From the time of the Fall, the Rangers have stressed combat training of every kind, including hand to hand combat. Having once read a story about a "Texas Ranger", a young recruit began calling the fighting techniques he was learning, previously called "Hand to Hand Combat Training" Lone Star after the stars the rangers in his legends used to wear. Although the official name of the training course is still "Hand to Hand Combat Training" (the Rangers never deviate from the old ways), it is hard to find an actual Ranger who calls it that.

Prerequisite: Improved Strike

Basic Training: Stealth +2

Advanced Training: Attack Focus: Punch (+2 attack bonus), Attack Specialization: Punch (+2 damage)

Internal/External: External

LURKER'S EYES

General Martial Arts Style

History: Lurker's Eyes is another animal style, mimicking the stealthy, pouncing attacks of the Lurking Panther, and also that animal's ability to avoid surprise through the use of its eye stalks.

Prerequisite: Improved Strike

Basic Training: Notice +1, Stealth +1

Advanced Training: All-Out Attack (+3 attack rolls for every -2 Defense, rounded down), Improved Trip (+3 to trip opponents)

Internal/External: External

PIT FIGHTING

General Martial Arts Style

History: No one is sure when or where the brutal bloodsport of Pit Fighting began, but to say it has become a favored past time among those with

nothing else to occupy their time would be an understatement. Some more civilized communities have attempted to ban the sport, but since all that is needed is a hole in the ground, this has proven very difficult. The handlers offer anything they think will cause the locals to watch, because if they watch, some will bet on the games, some will buy liquor and food from the handlers, and some might unexpectedly become part of the show if they aren't careful.

Attractions offered include the ever-popular gladiator match, but rad wolves vs. two-headed bears are extremely popular as well for those with the ability to capture such savage beasts. If only one is available, an untrained fighter against a rad wolf seems to send the drifters into a wild drinking, gambling frenzy. Gladiators, being a somewhat rare commodity, are saved from such fates, until they get too old, or hurt, to put on a good show.

Prerequisite: Improved Strike

Basic Training: Intimidate +2

Advanced Training: Attack Focus: Punch (+2 attack bonus), Startle (+2 bonus on Intimidate checks to feint in combat)

Internal/External: External

RAD WOLF

Brotherhood of Radiation Martial Arts Style

History: Many members of the Brotherhood breed these vicious predators the way primitive man bred dogs for hunting and defense. Their admiration of the creatures has risen to the point that some members of the Brotherhood have adopted a fighting style that seeks to emulate the Rad Wolf's slashing style, leaping in and knocking an opponent to the ground, then finishing him with a bite to the jugular.

This style teaches cooperative fighting, or "pack tactics" as its practitioners call it, with fighters surrounding an opponent, taking turns slashing in to attack, or feinting to cause an opponent to divert attention away from the real attack. Opponents of the Brotherhood have come to fear this fighting

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style, and its brutal effectiveness has caused it to spread through their ranks like wildfire.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), Attack Specialization: Punch (+2 damage)

Internal/External: External

SANDSTORM

Doomriders Martial Arts Style

History: Of the new practitioners of the unarmed fighting styles of the Twisted Earth, the Doomriders are some of the most potent, brutal stylists. New members are “taught” this style, during their “initiation”, being constantly beaten during sadistic “practice sessions” during which the untrained initiate is literally used as a human punching bag.

The “practice dummy”, as he is called, is encouraged to try and fight back, and if he survives the daily beatings at the hands of his betters, he has learned the basics of this style. Once one has become a full-fledged Doomrider, disputes are handled through unarmed matches using this style, with the winner being judged “right” in whatever disagreement prompted the argument.

Often being “right” involves beating your opponent to death with your bare hands. Tests of leadership are also handled in this manner. This causes many high-level Doomriders, especially their leaders, to be incredibly proficient in this style, and many armed guardians, to their surprise, have met brutal deaths at the hands of older Doomriders who have run out of ammunition or been disarmed.

According to Doomrider tradition, this style was created by the Doomsayer himself, and practice dummies are indoctrinated with sayings and philosophies attributed to him while being beaten. Often by the time they are full-fledged members of the gang themselves, these twisted and warped souls are reciting the sayings themselves, while initiating a new practice dummy.

Prerequisite: Improved Strike

Basic Training: Bluff +1, Intimidate +1

Advanced Training: Attack Focus: Kick (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External

SERENITY

Movement Martial Arts Style

History: As the Movement prepared for its climactic battle with the Mongoliant horde, the Fallen God taught his followers many combat techniques, forging his pitiful followers into a mighty army. Simple farm implements and shovels were turned into dangerous weapons, fear was forgotten, death a dream, and the battlefield serene.

The Mongoliant horde had never seen fighting like this, and their bloodthirsty cries failed to frighten their opponents, who moved calmly through the battle, disarming their opponents with their long chains, then pouncing on them and choking them. In the end, although the followers of the Fallen God were outnumbered more than three to one, the battle was a slaughter; Serenity was born.

Today, members of the movement travel the Twisted Earth with that same serenity, and when their message of peace is met with violence, a simple chain belt disarms an opponent and binds him, so that he may know the wisdom and purity of the Fallen God and his ways. Often this display of prowess gains more converts than the message itself, but for whatever reason, the Movement continues to spread faster and faster, like a brushfire driven by summer winds, across the Twisted Earth.

Prerequisite: Exotic Weapon Training: Chain

Basic Training: Acrobatics +1

Advanced Training: Improved Disarm (+3 to

disarm opponents), Improved Trip (+3 to trip opponents)

Internal/External: Internal

SILVER AND BLACK

General Martial Arts Style

History: A popular style among the raider gangs, this style, which began as a variant of pit fighting, with some Sandstorm elements added in, has begun to become a cult of its own, much to the concern of raider gang chieftains, since practitioners of this style seem to bear more loyalty toward one another than to their gangs or villages. In the time before the fall, there were practitioners of this style, gladiators who won fame and prowess through their brutality and fearlessness. This gang wore distinctive silver and black clothing adorned with an image of their leader, and numbers denoting rank, to strike fear

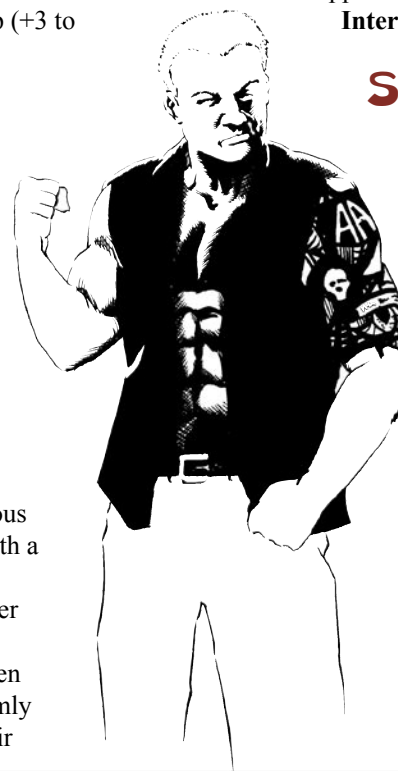
into their enemies. Practitioners of this style frequently are seen in scraps of these uniforms, or homemade imitations. Anyone wearing a higher number than you is to be obeyed, unless you can defeat him and take his uniform from him. Many gang leaders are so alarmed at this growing unity that they have banned it from their sight, on pain of death.

Prerequisite: Improved Strike

Basic Training: Jump +1, Intimidate +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External



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WAYFARER'S
WALKING STICK*Far Traders Martial Arts Style*

History: The far traders have given up a sedentary lifestyle for life on the road. However, the roads of the Twisted Earth are far from kind, and frequently these nomadic gypsies find themselves dealing with raiders who want their goods, or ghouls who want their flesh.

Both are vital to the far trader's way of life, and are defended with equal zeal. Since potential customers have as much to fear from traders as they do from their customers, Far Traders learned long ago they could not travel loaded down with heavy weapons, so the quandary of how to defend themselves was made even more acute. Over the years, the traders have developed this style, allowing them to defend themselves either with no weapons at all, or with a simple staff, or as the Far Traders like to call it, a "wayfarer's walking stick".

Prerequisite: Improved Strike

Basic Training: Bluff +1, Sense Motive +1

Advanced Training: Attack Focus: Kick (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External

WHIRLING DERVISH

Clean Water Clan Martial Arts Style

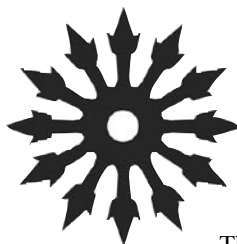
History: The Clean Water Clans are known for their practical, ruthless, and effective methods of dealing with those who oppose them. This style, which grew from a spinning dance popular among the Clean's young, uses spinning movements to kick with tremendous force, while catching an opponent off guard. Typical of the Clean's utilitarian philosophy, this combat style shuns any notion of mysticism as so much superstitious nonsense.

Prerequisite: Improved Strike

Basic Training: Acrobatics +1, Jump +1

Advanced Training: Attack Focus: Kick (+2 attack bonus), Attack Focus: Kick (+2 damage bonus)

Internal/External: External

SCI-FI
MARTIAL
ARTS
STYLES

The following are martial arts styles suitable for futuristic and space campaigns.

PLASMA SWORD
FENCING
(MYSTICAL)

Fencing, or the art of sword fighting, undergoes a long hiatus in the history of warfare. With PL 8 and the creation of the beam sword, fencing reappears as students attempt to master this new and deadly weapon. Some schools of beam sword combat focus on the mystical energies, just as ancient Spanish schools of fencing focused on mathematics

and lines of force. This school of beam sword fighting seeks to harness the inner energy of the warrior and sees the beam sword as primarily a defensive weapon.

Prerequisite: Weapon Training

Basic Training: Sense Motive +1

Advanced Training: Attack Focus: Plasma Sword (+2 attack bonus), Parry Focus (+2 Parry bonus for the first feat taken, +1 for each feat thereafter), Stunning Attack (+2 attack bonus on stunning attack rolls)

Internal/External: Internal

PLASMA SWORD
FENCING (POWER)

This style of beam sword fencing sees the beam sword as a decidedly offensive weapon and focuses on brute force attacks.

Students of this style wield the beam sword two-handed whenever possible to lend greater force behind their attacks.

Prerequisite: Weapon Training

Basic Training: Intimidate +2

Advanced Training: Attack Focus: Plasma Sword (+2 attack bonus), Attack Specialization: Plasma Sword (+2 damage bonus)

Internal/External: External



CHAPTER 2: MARTIAL ARTS

PLASMA SWORD
FENCING (SPEED)

This style of beam sword fencing still sees the beam sword as an offensive weapon but emphasizes the weapon's light weight to generate greater attack speed, rather than brute force. The students of this style see the beam sword as an elegant weapon and love to use two beam swords at once.

Prerequisite: Weapon Training

Basic Training: Acrobatics +2

Advanced Training: Two-Weapon Fighting (your attack penalties are reduced to +0 and -4 when attacking with two weapons), Two-Weapon Defense (+2 Parry when armed with two weapons, +3 when using the total defense action).

Internal/External: External

BUG SLAYER

The galaxy is a dangerous place, full of predatory aliens little better than bugs - big bugs capable of eating you. For this reason many futuristic societies have developed a systematic method of fighting these creatures. While each school has its own name for these combat methods, the style is commonly known by the name given to it by the low-ranking soldiers who learn the style as a part of their advanced training: bughunting.

Prerequisite: Improved Strike

Basic Training: Notice +1, Survival +1

Advanced Training: Favored Opponent: Bugs (+2 damage against alien monsters), Track (+2 bonus to Survival checks for tracking)

Internal/External: External

MACHINE SLAYER

Like Bughunter, this style is known by the nickname given to it by soldiers of the future, many of whom learn this skill during the course of their training. With robots used more and more often as soldiers in warfare, from disposable cannon fodder to intelligent robots who have passed judgment on their human creators and seek to wipe them out in

a genocidal war, a way to combat these creatures quickly and effectively was necessary. Although not living, robots do have sensitive areas and this style trains the practitioner in the location of these vulnerable areas and the most efficient way to exploit them.

Prerequisite: Improved Strike

Basic Training: Disable Device +2

Advanced Training: Favored Opponent: Robots (+2 damage against robots), Critical Strike (damage bonus from critical hits increased by +2 against robots)

Internal/External: External

SINGULARITY

Singularity emulates one of the most deadly objects in space: the black hole. Unseen, its effects are felt across the universe. Should the unwary or foolish tread too close, the singularity is unstoppable and deadly. This style focuses on stealth and speed and is thus a favorite of assassins.

Prerequisite: Improved Strike

Basic Training: Stealth +2

Advanced Training: Attack Focus: Kick (+2 attack bonus), Improved Trip (+3 to trip opponents)

Internal/External: External

VOID

Void is a style that seeks to emulate the quiet and stillness of space. Though seemingly empty, space can kill the unprepared in seconds, can impose a crippling barrier that is impossible to cross and can never be destroyed. While considered a defensive style by its practitioners, void can be deadly if employed with the intent to kill.

Prerequisite: Canny Dodge (Wis)

Basic Training: Sense Motive +1

Advanced Training: Attack Focus: Punch (+2 attack bonus), Dodge Focus (+3 Dodge bonus for every two feats taken, rounded down- so +1 for one feat, +3 for two, +4 for three, +6 for four and so forth)

Internal/External: Internal



CHAPTER 3: MARTIAL ARTS WEAPONS



CHAPTER: 3 MARTIAL ARTS WEAPONS

The following a new selection of archaic weapons of special interest to those playing martial arts-themed campaigns, whether set in modern times or the past. The weapons are broken down by region, as well as by the standard categories (simple, martial, exotic).

ADVANCED QUALITIES
(OPTIONAL RULE):

One aspect of martial arts weapons commonly portrayed in films and literature of the genre is the idea that a highly skilled user can get more out of his weapon than using it for its intended purpose (bludgeoning, stabbing or slashing an enemy in combat). Blood and Fists represents this idea through the concept of advanced weapon qualities.

These are additional bonuses a wielder gets if he is highly proficient in a weapon (possesses the standard proficiency for the weapon and also the Attack Focus feat devoted to the weapon). This optional rule makes weapon choice more of a role-playing decision, with certain weapons being better choices for characters who prefer certain maneuvers in combat (disarm, trip etc).

ASHIKO

The Ashiko were worn on the feet by Ninja, both as a climbing aid and as a weapon if needed. These items grant a +1 bonus to the character's Climb skill when worn but impose a -1 penalty on Stealth checks.

Advanced Qualities: The +1 damage listed for the weapon adds to the character's unarmed strike damage when making kick attacks and the character's unarmed strike damage is considered lethal when making kick attacks.

TABLE 3-1: CHINESE WEAPONS

Weapon (Proficiency)	Damage	Critical	Type	Range	Size	Weight	Cost
Check (simple)	+1	19-20/+3	Piercing	10 ft.	Tiny	1 lb.	8
Do (Martial)	+3	19-20/+3	Slashing	---	Med.	4 lbs.	11
Fu (Martial)	+3	20/+4	Slashing	---	Med.	5 lbs.	8
Gou (Martial)	+2	20/+3	Slashing	---	Med.	4 lbs.	12
Kung Gsin (Martial)	+3	20/+3	Piercing	40 ft.	Large	3 lbs.	10
Woo Dip Do (Martial)	+3/+2	20/+3	Slashing	---	Med.	5 lbs.	13
Woo Diep Do (Simple)	+2/+1	20/+3	Slashing	10 ft.	Small	2 lbs.	11

TABLE 3-2: GATKA WEAPONS

Weapon (Proficiency)	Damage	Critical	Type	Range	Size	Weight	Cost
Chakra (Exotic)	+2	20/+4	Slashing	30 ft.	Tiny	2 lbs.	15
Gurj (Simple)	+2	20/+3	Bludgeoning	---	Small	6 lbs.	7
Kaman (Martial)	+3	20/+3	Piercing	40 ft.	Large	3 lbs.	10
Katar (Simple)	+1	19-20/+3	Piercing	---	Tiny	2 lbs.	10
Tabar (Martial)	+4	20/+3	Slashing	---	Large	7 lbs.	8
Tulwar (Martial)	+3	19-20	Slashing	---	Med.	4 lbs.	11

TABLE 3-3: INDONESIAN WEAPONS

Weapon (Proficiency)	Damage	Critical	Type	Range	Size	Weight	Cost
Balisong (Simple)	+1	19-20/+3	Piercing	---	Tiny	1 lb.	5
Karambit (Simple)	+1	19-20/+3	Slashing	---	Tiny	1 lb.	8
Kujang (Martial)	+1	19-20/+3	Slashing	---	Tiny	1 lb.	8
Kris (Martial)	+2	20/+4	Piercing	---	Small	4 lbs.	10
Pedang (Martial)	+3	20/+3	Slashing	---	Med	3 lbs.	11

TABLE 3-4: JAPANESE WEAPONS

Weapon (Proficiency)	Damage	Critical	Type	Range	Size	Weight	Cost
Ashiko (Simple)	+1	20/+3	Piercing	---	Tiny	1 lbs.	7
Bo Staff (Simple)	+2	20/+3	Bludgeoning	---	Med	2 lbs.	5
Jutte (Simple)	+1	20	Bludgeoning	---	Med.	2 lbs.	6
Kama (Simple)	+2	20/+3	Piercing	---	Med.	2 lbs.	8
Katana (Exotic)	+5	19-20/+3	Slashing	---	Large	6 lbs.	12
Naginata (Martial)	+4	20/+4	Slashing	---	Large	4 lbs.	10
Nunchaku (Exotic)	+2	20/+3	Bludgeoning	---	Small	2 lbs.	3
Rochin (Martial)	+1	19-20/+3	Piercing	---	Small	1 lbs.	5
Sai (Simple)	+1	19-20/+3	Piercing	10 ft.	Tiny	1 lbs.	8
Shuriken (Martial)	+1	20/+3	Piercing	20 ft.	Tiny	.5 lbs.	3
Tanto (Simple)	+1	19-20/+3	Piercing	10 ft.	Tiny	6 lbs.	7
Tekko (Simple)	+1	20/+3	Bludgeoning	---	Tiny	1 lbs.	5
Tonfa (Simple)	+1	20	Bludgeoning	---	Med	2 lbs.	6
Yari (Martial)	+3	19-20/+3	Piercing	20 ft.	Med.	5 lbs.	7
Yumi (Martial)	+3	20/+3	Piercing	40 ft.	Large	3 lbs.	10
Wakishazi (Martial)	+2	19-20/+3	Slashing	---	Large	4 lbs.	10

CHAPTER 3: MARTIAL ARTS WEAPONS

BALISONG

The so-called “butterfly knife” is extremely easy to conceal, the entire blade fitting into the handle.

BO STAFF

The Bo Staff is typically six feet long (common practice is to cut the staff the same height as the wielder), and is used two-handed like a sword rather than like a traditional staff.

Advanced Qualities: +1 Parry bonus.

CHAIN

(also called *Manriki-Gusari*)

This weapon is one of the most difficult martial arts weapons to learn, but it is also one of the most powerful in the hands of the skilled user. The Chain grants the wielder a +2 equipment bonus on Trip and Disarm attacks.

Kyoketsu-Shogi: This variation on the Chain is closely associated with the ninja. Rather than simply a weighted chain at each end, the Kyoketsu-Shogi has a hooked blade at one end, which not only allows the wielder to stab with the weapon (inflicting piercing damage rather than bludgeoning damage if desired), but also acts as a grappling hook, granting the user a +2 bonus on Climb checks.

Kusari-Gama: This variation on the Chain has a Kama at one end, and the regular weighted chain at the other. It grants the climbing bonus of the Kyoketsu-Shogi.

Chut Gieh: This is the Chinese Chain, typically composed of seven sections of metal linked with chain. It is otherwise identical to the standard Chain described above.

Buddhist Prayer Beads: These weapons were so often used as concealed weapons that their use (with statistics identical to the standard chain) is taught in many American Kung Fu dojos to this day.

TABLE 3-6: EXOTIC WEAPONS

Weapon (Proficiency)	Damage	Critical	Type	Range	Size	Weight	Cost
Chain	+2	20/+3	Bludgeoning	---	Large	5 lb.	5
Sin	+1	20/+3	Slashing	---	Tiny	1 lb	8
Fukiya	+1	20/+3	Piercing	---	Small	1 lb	5
Rencong	+1	20/+3	Slashing	---	Small	1 lb.	10

CHAKRA

(also called the *Chakram*)

The Chakra is a flat steel ring that measures 6 to 12 inches in diameter and has a razor-sharp outer edge. With sufficient training, a Sikh warrior can cut a green bamboo pole three-quarters of an inch wide at a range of thirty yards or more with this weapon. In recent years, the Chakra has become a part of popular culture and is known by millions of television viewers as the favorite throwing implement of *Xena: Warrior Princess*.

CHECK

The Check is the Chinese version of the Sai and is identical to its Japanese counterpart in every respect, including dual-use (use of a Check in each hand is known as the Shan Check).

Advanced Qualities: +1 Parry bonus

DO

The Chinese broadsword is identical to other similar swords from cultures around the world. Chinese warriors often dual-wielded these weapons, a technique known as Shang Do.

FU

The Fu is the Chinese Battle Axe. Because it is



CHAPTER 3: MARTIAL ARTS WEAPONS

often dual-wielded—a technique known as Shang Fu—it is smaller than similar battle axes from other cultures.

FUKIYA

The Fukiya, or blowgun, was a favored Ninja weapon. Typically, the small darts used were poisoned, but Ninja also used them as a distraction (this grants a +2 bonus on Bluff checks to create a diversion to hide). The Ninja also liked this item because it could double as a snorkel, helping the Ninja foster the legend that they could hold their breath for hours if necessary.

GOU

The Gou is a Chinese hook sword. These weapons were curved into a hook at the end, and thus were useless for thrusting attacks. However, the curved end of the Gou is ideal for catching an opponent's weapon. The hilt of the Gou is protected and is also hook shaped, increasing the weapon's ability to both block and disarm.

Advanced Qualities: +1 to Disarm (Attack Focus), +1 Parry bonus (Greater Attack Focus)

GURJ

The Gurj, an Indian Mace, can be found in a wide variety of sizes, shapes, and configurations. Many of these weapons have guarded hilts to protect the hand from being struck, and some of the more exotic varieties have holes in the head so they whistle as they rain blows down on the enemy.

JUTTE

The Jutte was a weapon used by the both Samurai and feudal police forces of Japan. The Jutte is a baton with one curved hook projecting just above the handle. This makes the Jutte useful for blocking, disarming, and pinning an opponent's hand.

Advanced Qualities: +1 Parry bonus (Attack Focus), +1 to Disarm rolls (Greater Attack Focus)

KAMA

A farming sickle adapted to warfare, these weapons are traditionally used in pairs. The inner hook of the Kama is typically grooved, allowing the wielder

to better catch an opponent's weapon and disarm her.

Advanced Qualities: +1 equipment bonus on opposed attack rolls to disarm an opponent.

KAMAN

The Indian compound bow was recurved and could be made of as many as nine layers of wood and horn.

KATANA

The soul of the Samurai, this weapon is to this day synonymous with Japan's warrior elite, and it is still a symbol of great importance to the Japanese people.

Traditionally, Katanas were all Masterwork weapons, but today, average and even low-quality versions are available in stores and magazine mail-order catalogues. A character

with the Weapon Training feat can use a Katana two-handed. Only a character with *Exotic Weapon Training: Katana* can use this weapon one-handed or with two-weapon fighting.

KATAR

The famed Indian "punch-dagger" was useful both for close-quarters fighting, where a sword or axe would be impractical, and for fighting heavily-armored opponents, because of its excellent armor-piercing capabilities.

KARAMBIT

(also called the *Kerambit*)

The Karambit, or "tiger claw," is a weapon most commonly associated with the Tiger substyles of Pentjak Silat. It is much like the Kujang, only with the blade curving out toward the target rather than back toward the wielder. It is wielded in much the same fashion as the Kujang, with the wielder slashing the arms and wrists of an attacker as he thrusts with a fist or weapon.

Advanced Qualities: The +1 damage listed for the weapon adds to the character's unarmed strike damage when using the Tiger or Pentjak Silat styles.

KRIS

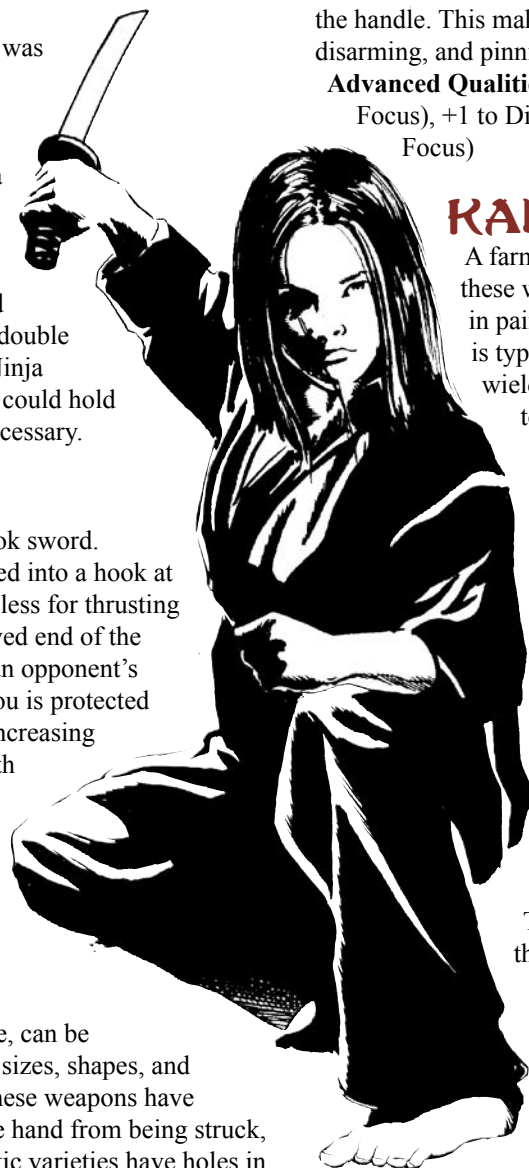
(also called the *Keris*)

The famed "wavy blade" weapon of Indonesia is a stabbing weapon rather than a slashing one. As the blade enters the body, the waves on the blade increase the damage tremendously. Kris blades come in sizes ranging from small knives to swords. The version represented by the statistics above would be a medium-sized Kris, akin to a short sword. For smaller weapons, use the statistics for the Kujang.

KUJANG

(also called the *Kucang*)

This Indonesian weapon is a highly curved knife, sometimes so curved that it would be more



CHAPTER 3: MARTIAL ARTS WEAPONS

accurately described as a sickle. The Kujang is used in close combat, and most maneuvers involve slashing motions on the exposed forearms and wrists of an attacker as he attempts to strike the wielder.

KUNG GSIN

This Chinese compound bow is identical to those found in other cultures.

NAGINATA

The Naginata is a pole arm with a long, slashing blade at the end. This weapon is wielded in a sweeping motion that is considered the embodiment of precision and beauty by the Japanese people. In ancient times, this was the preferred weapon of the Samurai women, who developed the use of this weapon into an art called Naginata-do, which was comparable to Sojitsu.

NUNCHAKU

Another example of farming implements adapted to combat, Nunchaku are traditionally used in pairs.

PEDANG

The Pedang is an Indonesian saber, almost identical to Western European sabers, lacking only the hilt guard of its western counterpart.

RENCONG

The Rencong is one of the most bizarre weapons ever invented. An Indonesian weapon associated with Pentjak Silat, the Rencong is a knife meant to be held with the feet. The weapon adds to kicking damage, and if the wielder also uses a weapon in his hand, then all the normal penalties for two weapon fighting apply.

Traditional use involves wielding a Kujang with one hand and the Rencong with the opposite foot, which allows the wielder to surprise his opponent with the Rencong. Trained practitioners can slash

with the Rencong (which is held between the toes, the blade extending up parallel to the calf) and still kick with the heel, while also wielding a weapon in the hands!

ROCHIN

The Rochin is a very short spear (typically cut the length of the wielder's forearm), which is used in classical Kobujutsu in conjunction with the Tinbe, a shield made from a turtle's shell.

SAI

There is actually some debate among experts as to whether or not this weapon is actually descended from the digging tools of the Okinawan farmers, as versions of this weapon that greatly predate the Okinawan development of Kobujutsu have been found in China. Regardless of its origins, the Sai is a fearsome weapon in the hands of the properly trained wielder. Although Sai are typically used in pairs, advanced wielders of this weapon often carry a third, specifically for throwing.

Advanced Qualities: +1 Parry bonus

SHURIKEN

The word Shuriken means "dagger hidden in palm." Thus, any dagger small enough to be concealed in the hand was referred to by this name. Some Shuriken were star-shaped and thrown with a spin, and others were spike-shaped and thrown like a dagger. According to legend, Ninja favored throwing Shuriken at a wall to create a noise and distract guards. Since the Shuriken would bounce away out of sight, they would usually not be found. Characters may use the Shuriken to create a diversion with the Bluff skill.

SIN

Sin is the Chinese word for the war fan, although Japanese variations of this weapon also exist.

Advanced Qualities: +1 Parry bonus (Attack Focus), +1 Disarm attacks (Greater Attack Focus)

TABAR

The Tabar is the Indian battleaxe. The weapon comes in a wide range of sizes, from hand axe to poleaxe, but the one represented here is of a medium size. Indians from the age of gunpowder were fond of combining the axe with a pistol, making it an interesting variation of the Bayonet. The barrel of the pistol becomes the handle of the axe, and the axe blade protrudes from the handle. Obviously, this leads to a nasty surprise for anyone pistol-whipped by one of these weapons!

TANTO

The Tanto is a small dagger made of the same steel as the Katana and Wakizashi in ancient times. This weapon was sometimes worn by Samurai in preference to the Wakizashi.

TEKKO

The Tekko is a spiked iron device worn over the knuckles, much as brass knuckles are worn.

Advanced Qualities: The +1 damage listed for the weapon adds to the character's unarmed strike damage when making punch attacks and the character's unarmed strike damage is considered lethal when making punch attacks.

TONFA

The Tonfa's usefulness has been recognized by law-enforcement agencies around the world. Kobujutsu practitioners typically wield Tonfa in pairs.

Advanced Qualities: +1 Parry bonus (Attack Focus), weapon's damage adds to punch attacks (Greater Attack Focus)

TULWAR

The Tulwar is an Indian Saber, typically wielded along with either a Dahl (a small steel shield) or a Katar. The Tulwar and Kaman were the battlefield mainstays of the Gatka Sikhs.

CHAPTER 3: MARTIAL ARTS WEAPONS

WAKIZASHI

Although not as important to the Samurai as the Katana, the Wakizashi was carried by the Samurai in case they were disarmed or had to fight in close quarters. Some Samurai mastered the art of fighting with the Katana and Wakizashi at the same time.

WOO DIP DO

This Chinese weapon is popularly known as the “butterfly sword.” It was given the appellation “butterfly” because it is actually two weapons that join side by side. It can thus be used as a single heavy sword, or split into two swords for dual-wielding. When this weapon is split, it can be used for two-weapon fighting and is considered a light weapon. The first damage value for the Woo Dip Do in the table above is for the joined weapon; the second value is for one of the parts of the split weapon.

WOO DIEP DO

Known as the “butterfly knife,” this is a smaller version of the Woo Dip Do. Again, the larger damage value in the table above is used when the weapon is joined. As with its larger brother, the Woo Diep Do can be used for two-weapon fighting when split. It is considered a light weapon whether when joined or split. This weapon may only be thrown when separated.

YARI

The Yari is the Japanese spear. Along with the Yumi, it was the preferred battlefield weapon of the Japanese feudal era, whether the wielder was a commoner or samurai. This should come as no surprise, as the adoption of the spear and longbow seem almost universal in medieval warfare.

YUMI

The Yumi is the Japanese compound bow, traditionally made of bamboo and sporting a silk string.

Almost as powerful and accurate as modern compound bows, the Yumi was the premiere missile weapon of Japan until the introduction of the musket. Along with the Katana and the Yari, the Yumi was one of the three traditional weapons of the samurai. Like the Yari, the Yumi was also used by the common bushi as well.



CHAPTER 4: THE MARTIAL ARTS CAMPAIGN

Marcel looked around the small conference room, annoyed. This was where and when the list was supposed to be posted, and it wasn't like these people to be late.

Suddenly, the door to the room flew open. Marcel rolled out of his chair on instinct, wincing as a splinter of the chair's wood buried itself in his cheek.

In a low crouch, Marcel took stock of his situation, his tongue snaking out to taste the blood running in a small river down his cheek. It was the bloody Jap, the huge Sumo, Oto.

Marcel rolled again, avoiding the enormous man's clumsy lunge. "I thought you were out of the Hanmei, my friend."

The enormous wrestler just growled, lunging again. This time Marcel grabbed his hair and smashed his face into the large table that dominated the small room, splitting it in two and turning Oto's already taped and packed nose into an even bloodier mess.

While the man was trying to get up, Marcel broke both his legs at the knee, then rolled him over.

"Today's lesson is: Don't lead with your head, my friend."

Oto just looked at him, unable to speak, blood gurgling from his throat with each breath.

Marcel shook his head. "Well, that certainly was a bust."

Marcel whirled, ready for another go as the island's head of "security" walked into the room, ruefully shaking his head at the mess of blood and exposed bone that had once been the Sumotori.

As Marcel moved toward him, the small Japanese man held his hand up. "I mean you no harm, Mister

Bontecou. Otojiro there was simply exercising his last chance to redeem the money he lost gambling to Mister Qi."

Marcel arched an eyebrow. "So you sent him here to kill me. You're taking your life in your hands, coming into this room and telling me a story like that."

"You expressed interest in obtaining a position with my employer. This was the first step in determining if you were worthy of that position."

Marcel smiled, idly ending Oto's life with a well-placed kick to the throat, "And the second step?"

Although the rules presented here will be of use to any True20 series, the martial arts genre is a world unto itself, with its own quirks and conventions. Some Narrators and players may wish to bring martial arts to the forefront of their campaigns. The sections below will help the Narrator with adventure ideas and campaign themes.

Example genre movies are provided for each theme where appropriate. I have tried to make these example movies as easy to find, as modern, and as un-dubbed as possible. True rabid fans of the genre (like yours truly) will likely have seen many more obscure titles that also represent the themes below.

THE BAD SEED

In this theme, the main Hero has a rival, trained in the same techniques by the same master. However, whereas the character honors his master's peaceful nature, using what he has been taught for enlightenment and defense, his rival uses his training to seek power and wealth. Often, when this theme is introduced into the campaign, the Hero

CHAPTER 4: MARTIAL ARTS CAMPAIGNS

will not have seen his rival for many years, and may only vaguely remember him. The rival, however, knows the Hero all too well, and has been nursing a hatred for slights, both real and imagined, the character committed against him while they were in training together. Often these slights will center around a perceived preference by the Master for the character over his rival.

This theme can mesh well with the Legendary Master theme (where the character and his rival both seek a new, powerful master), and with the Revenge theme (where the rival kills someone close to the character) or Revenge Tragedy theme. Narrators with a comics jones (and a good source for old comics) should check out the classic Master of Kung Fu series for an interesting variation on this theme. In that comic, our hero, Shang Chi, is the son of Fu Manchu and is raised to be his personal assassin. In this case, Shang Chi is the good seed.

Common Skills and Abilities:

The rival should have the same styles and be of the same general skill level as the Hero. However the rival should also have Favored Opponent and Smite Opponent feats, both directed at the character's style, giving him an edge over the character because he knows how the character thinks and fights.

THE EVIL TWIN

In this variation on the Bad Seed, the character's rival is the character's identical twin. This can cause all sorts of lovely problems for the character, as his rival goes about committing crimes and starting fights for which the character gets blamed. At first, the character should be unaware that he has an evil twin running around. It would be quite plausible, in fact, for him to remain unaware for some time, as he'll be too busy fending off those "he" has wronged to do much investigating.

MEET THE NEW BOSS. SAME AS THE OLD BOSS

Martial arts have always had a strong affinity for

the underdog. Many martial arts styles have been developed to help unarmed peasants combat armed conquerors. In martial arts movies, this is often depicted by a variation of the Bad Seed, the Bad Boss.

This isn't the kind of boss who just won't give you the day off you want; the Bad Boss sells his workers into slavery, works them to death, and is generally increasingly heinous to them until one of his workers (usually a Hero) or a friend of one of these workers (again a Hero) takes matters into his own hands. At this point, the character will find out that this boss is either a fearsome martial artist in his own right or has a henchman who is. *Fists of Fury* (a Bruce Lee classic), and *The Legend of Drunken Master* (a Jackie Chan classic) have this theme, as do numerous (and I mean numerous) other martial arts movies.

THE COMPETITION

The Hero pits his skills against other martial artists, all in an attempt to see who really is the best. This competition can take many forms, and it can make for an enjoyable few game sessions, especially in a campaign where many player characters are skilled in hand to hand combat. A non-lethal competition can even give two Hero martial artists a chance to really see who is the best. *Fight Club*, *Enter the Dragon*, and *Bloodsport* are but a few (a very small few) of the films of this genre that you can check out for inspiration on this campaign theme.

FIGHT CLUB

Back-alley, illegal, and dangerous, these makeshift arenas will often move from place to place, one step ahead of the law. These competitions usually have no rules, being full contact fights that don't end until one combatant gives up... or dies.

FORMAL COMPETITION

These competitions tend to be structured and formal, with prize money offered to the winner (a

wealth award determined by the GM, but usually at least +4). Combat in formal competitions tends not to be full contact. Damage is nonlethal so characters will not be allowed to inflict lethal damage with their attacks (even unarmed attacks). In some tournaments of this type, victory will be declared when one combatant is pushed or thrown from the ring (as in modern Sumo matches). In others, victory might go to the combatant who makes the first successful hit (as in modern Fencing). Although legal and respectable, many martial artists disdain these types of "show tournaments," feeling that they do not represent the real world of martial arts combat.

FULL CONTACT

These competitions also tend to be structured and formal, but they also tend to be quasi-legal. They are usually organized by underworld types for the purposes of betting and entertainment, but there may be even darker motives involved. These competitions are usually held in areas where the authorities can be bribed to look the other way or where the law holds little sway over the criminal element. Such tournaments offer either a cash award (a Wealth Award of at least +6) or a Reputation bonus among the character's peers. Damage in these contests is lethal and characters are allowed to inflict lethal damage with their attacks. Losing a match does not necessarily mean that the Hero will die, as medical attention will be available, but with lethal damage involved, death is always a possibility.

DEATH MATCH

These competitions are never legal. As a result, they move from location to location each year. Discovering where these competitions are being held will, at the very least, require a good information source (Gather Information DC 25) or a hefty bribe. Finding the competitions could even be an adventure in itself. These competitions offer a substantial monetary award to the winner (a Wealth

CHAPTER 4: MARTIAL ARTS CAMPAIGNS

Award of at least +10), and they do not end until one of the combatants has killed the other.

GAMES OF DECEIT AND DEATH

In this campaign theme, the character is inducted into the spy game, probably because of her martial arts abilities. The Hero may be asked to infiltrate an illegal competition (especially a Death Match competition), or she may be recruited because she is a living weapon and can succeed at an assassination or abduction in a situation where no weapons can be smuggled close to the target. Narrators seeking inspiration for this campaign theme can watch *Enter the Dragon* (yeah, I know, but there is a reason why that movie is so highly regarded), and the classic Master of Kung Fu comic (the entire original series was about this).

THE LEGENDARY MASTER

There is a Master, a man of great wisdom and battle prowess. This Master can teach the character things no one else can. Often, these “secret teachings” involve feats in the Ki tree, but they could also be extremely powerful Signature Moves or an entirely new style the Narrator wishes to introduce into the campaign. Perhaps the character seeks the Legendary Master for advice on solving a specific problem or dealing with a specific opponent.

Whatever his motivation, the character will find that this Master lives in a remote location and that finding him and getting to him will involve several dangerous adventures. Often, these adventures will entail fending off rivals (see the Bad Seed) or solving various “moral dilemmas” posed by the Master himself.

As the Hero nears his goal, he will often encounter the Master himself in disguise. The Master will question the character, attempting to discern his motives, and perhaps even challenge the character to see what his skill level is.

The classic comic *Iron Fist* uses this theme, and a

minor representation of it (a good example of how to use this theme as a subplot rather than the main plot) can be seen in *The Legend of Drunken Master*, in which Jackie Chan meets the mysterious Man Chu Minister early in the movie and fights him, only to meet him again later in the movie and be recruited by him. For an excellent example of how to make this campaign theme thoroughly modern (and decidedly less mystical), rent *The Karate Kid*. Mister Miyagi puts his prospective student through hell but eventually rewards him with both martial arts training and spiritual harmony. This is the essence of the Legendary Master. Another example of this theme in a science fiction setting is Obi-Wan Kenobi from *Star Wars*. In *Star Wars*, this theme is blended with the Fallen Master as well (see Revenge below).

RITE OF PASSAGE

Every year, the character’s martial arts school hosts a tournament, and the winner embarks on a mysterious journey. Sometimes, this winner returns right away with a tale of a harrowing trek through the wilderness, unsuccessful in his journey. Sometimes, the winner of this tournament might return with new powerful knowledge, and a new sense of enlightenment. Other times, the winner might not return at all. The Hero, as he learns and grows in ability as a martial arts master might see this cycle repeated many times, before finally winning the tournament himself and embarking on this rite of passage. Obviously, this campaign theme meshes with the Competition theme.

HAND OFF

In this theme, the Hero loses one Legendary Master, only to have him replaced by an even more Legendary Master! George Lucas didn’t invent this theme in *Empire Strikes Back*, but he did play it to perfection like no one since Kurasawa. Often, as seen in *Empire*, this theme follows on the heels of the Fallen Master. If someone was bad enough to kill a Legendary Master and you want revenge (but

don’t think you’re quite ready for the job), what do you do? Go find a more Legendary Master that’s what.

REVENGE

In this campaign theme, the character is out to avenge some wrong that has been committed against him. If the person or group who has wronged the character is sufficiently powerful, this could be the focus of an entire campaign, as the character and his companions, all seeking revenge, work their way closer and closer, through more powerful opponents, to the person who wronged them.

THE FALLEN MASTER

In this campaign theme, the character’s master has been slain, and she seeks to avenge him. This is an excellent campaign theme for a d20 Modern game, since the entire party could be seeking to avenge their Master (they don’t even need to all be martial artists per se; they just need to have similar enough style feats to justify all having studied under the same master). This is often an excellent segue out of the Legendary Master theme and can even work with the Bad Seed, with the character beating out his rival to study with the Legendary Master, only to have the rival return (perhaps with some Tong flunkies) to kill the Master. This turns what the character might have regarded as mere rivalry into something a lot more personal. For a mystical take on this campaign theme, see the classic *Sons of the Tiger* comic (very hard to find, but worth the effort).

REVENGE TRAGEDY

This variation on the Revenge theme can include any of the elements listed above. The only difference between this theme and the others is that the tale is destined to end unhappily. Narrators who plan from the very beginning for their campaign to have an unhappy ending, no matter what actions the PCs take, should discuss it with the players before the campaign begins. Some players might

CHAPTER 4: MARTIAL ARTS CAMPAIGNS

occasionally enjoy playing characters they know are doomed to die at the completion of their missions, but in general this campaign theme is best left in the “accidental” category.

Japanese film has explored this dramatic genre more thoroughly than anyone this side of Shakespeare.

RIVAL SCHOOL

In this campaign theme, the Heroes have rivals from another martial arts school. Their Masters, teachers of philosophically different styles, have been rivals for many years and now fight through their students. This campaign theme blends well with a number of the other themes discussed elsewhere in this section. In the case of the Bad Seed, the character’s rival might start out studying alongside him, and when it becomes clear that the character will be the “chosen one,” the rival defects to the “other side.” If the Narrator wishes to blend this theme with the Legendary Master, the character can discover, when he is finally accepted into the Master’s tutelage, that there is a rival master with a rival school. *The Karate Kid* is an excellent example of how these elements can blend together.

Common Skills and Abilities: Often, the rivals are much lower level than the Hero but come at him in waves. See *The Chinese Connection* for an example of this theme at its finest. If the characters and their rivals are to be the same level, then *Know Your Enemy* and *Knowledge is Power* would be appropriate feats for both sides.



CHAPTER 5: THE HANMEI

Max looked at the final order and laughed. “Looks like it’s boys vs. girls in round one, hmm? This is like intramurals in school.”

Katsumoto looked critically at the board, noting that he was to fight Max first, and then Kimmy and Brianna would fight. “But why isn’t Mister Bontecou on the list?”

Max looked at the Frenchman, then down to the bandage on his knee. “Looks like he didn’t fare as well against the fat-boy as you, old man.”

Max and Marcel exchanged a look, then Max turned to where Kimmy was chattering with Bri. “Well, since this place seems to be turning into a sorority party anyway, I’m going to go outside and have a smoke.”

Only Katsumoto noticed Marcel follow Max out into the garden.

Max reached into his pocket as he watched the Frenchman approach. “Looks like that limp is getting better by the minute. Sure you couldn’t fight if you had to?”

“Mr. Qi thought it best for me to sit this one out. He has offered me a place in his employ. And you, too, Max. Seems he likes men with a military background.”

Max smiled and flipped his cigarette down onto the ground, crushing it beneath the heel of his boot. “And what do I have to do to get this job?”

Marcel’s face split in a devilish grin. “Kill the old man during your match tomorrow.”

“See, Frenchie, that’s a problem. The girl, the old man’s daughter...”

Marcel nodded. “She used to be your woman. Is that a problem?”

“The fact is that she’s a reporter who’s been taping all these matches. That’s the problem.”

Marcel’s smile broadened. “Don’t worry my friend. Mr. Qi has known that since a long time before she set foot on this island. It’s all been arranged. You kill the old man, the girls are never seen again, and

you and I are set for life.”

Max took a long drag off his cigarette, deep in thought.

“All right, Frenchie. I’m in.”

ORIGINS

Hanmei is Japanese for “the Proving.” The origins of this full-contact competition are shrouded in the mists of the tournament’s Yakuza past. Ancient documents obtained by a raid on a Hong Kong warehouse by Communist Chinese Internal Security forces suggest that, in medieval Japan, this kind of tournament was a way of choosing the warriors most worthy of being the Oyabun’s personal guard. However, some Japanese scholars dispute the original interpretation of these documents, which have since disappeared.

MODERN HISTORY

Whatever the origins of this tournament, its more recent history can be brought into slightly sharper focus. The following information comes from British Intelligence, by way of a source in the Hong Kong police, who spoke on condition of anonymity. The Hanmei is held in three stages. The first stage is held in the backstreets of Japan and (in recent years) the West Coast of America, the second stage is held in secret locations in Hong Kong and Okinawa, and the final stage is held in the same location every year, but that location remains unknown at the present time.

STAGE I: STREET LEVEL

Entry into the Hanmei requires both money and knowledge. A Wealth check (DC 20) is required to enter the tournament. However, a Gather Information check (DC 15) is required to get that money into the right hands. Many people claim to have knowledge of the

CHAPTER 5: THE HANMEI

Hanmei, but most are just looking to pocket some cash.

Stage 1 bouts are informal affairs, taking place in back alleys with only a few spectators, who form an impromptu ring around the combatants. Combat is lethal and continues until one combatant gives up or can no longer continue. If a combatant begins to die, he's on his own, although a spectator might render aid or call 911. Most combatants at this stage of the Hanmei are 4th to 6th level Heroes.

If a combatant loses this stage of the Hanmei, he will never again be allowed to compete. This stage is designed to separate the worthy from the amateur.

STAGE 2: HONG KONG AND OKINAWA

Many law-enforcement officers who have pursued the Hanmei believe it is Stage 2 that fuels the entire enterprise. Great sums of money are wagered on secret bouts fought in many different locations during Stage 2 of the Hanmei.

Combat in Stage 2 is still lethal, but the combatants can expect expert medical care if they are seriously injured. Assume a three-man medical team is present, each with staffed with doctors who have at least 20 Medicine skill ranks.

Combatants in Stage 2 are much more dangerous than those typically encountered in Stage 1. Three matches are fought, each more difficult than the last. First-round match opponents are 5th to 7th level, second-round opponents are 6th to 8th, and final-round opponents are 6th to 11th level.

Stage 2 combatants receive a wealth award of +4 for winning the first round, +6 for winning the second round, and +8 for winning the third round (these awards are not cumulative—a combatant only receives a single award based on the highest round won in Stage 2).

Combatants who lose this stage of the Hanmei are encouraged to compete again and are given information as to where the next round of Stage 1 combats is to take place (no Gather Information check is necessary). These combatants still must pay the entry fee, however.



STAGE 3: THE ISLAND OF LIN QI

No one knows where this island is located, not even the combatants who make it to Stage 3. Lin Qi is a powerful Yakuza Oyabun, a powerful friend for those who fight well in his tournament and a possible ally for those he deems worthy of joining his organization. Likewise, Lin Qi makes an excellent recurring villain for those combatants who joined the Hanmei under false pretenses.

Combat in Stage 3 is lethal, but combatants receive the best medical care money can buy. There is a fully equipped hospital on the island, staffed with doctors who have at least 20 Medicine skill ranks.

Combatants in Stage 3 range from 7th to 12th level. Typically, only 4 to 8 combatants reach this Stage. The winner of Stage 3 receives a wealth award of +12 and is invited to compete again next year. Winners of previous years' tournaments have their entry fee for Stage 1 waived.

Some winners may receive even more dangerous and lucrative offers (see The Proven below).

HANMEI CAMPAIGN THEMES

As demonstrated in the flavor text of this document, the Narrator does not have to include the Hanmei in his campaign strictly as a chance for characters to fight and compete in a tournament. Although the information presented here can be used for that purpose, a number of storylines are possible to make the Hanmei a personal affair for the characters rather than just a series of interesting combats.

LITTLE ONE LOST

In this campaign theme, a relative of one of the characters has joined the Hanmei and doesn't really know what they're in for. The character joins the tournament, not out of a desire to fight but out of a desire to rescue her loved one and keep them from harm. This is an excellent way for a Narrator

CHAPTER 5: THE HANMEI

to entice a Contemplative Master into joining the tournament. This theme can also be reversed, with the character joining the tournament, only to find that a loved has joined to seek her out.

THE BAD SEED

The Hanmei is an excellent way for GMs to include this theme into their campaigns. The character's rival hears that he has joined the tournament and cannot abide the idea that he might win. So the rival joins as well.

MIRROR, MIRROR

In this variation on the Bad Seed, the character joins the tournament for any of the reasons presented here, but she also wants to find out how good she really is. Then, at a dramatic moment in the tournament (the final round of Stage 2 makes a good moment for this little surprise), the character will fight: herself! This is a great way to spring the Bad Seed on a character, giving her a twin she never knew she had.

GAMES OF DECEIT AND DEATH

In this campaign theme, the character will be asked to infiltrate the Hanmei. An agent of the FBI with a martial arts background might be asked to assist the Chinese authorities in locating the mysterious figure at the heart of this competition. This makes an excellent segue from an espionage campaign into a martial arts campaign (at least for a while).

REVENGE

In this campaign theme, the character tracks down the target of his revenge, only to learn his nemesis has embarked on a mysterious trip to Hong Kong to compete in "some tournament." The character has never been this close to his quarry, and if he doesn't join the Hanmei, he will lose the trail of the one he has been hunting for so long.

RIVAL SCHOOL

Here, the characters (quite possibly the entire group) enter the tournament en masse to prevent their rival school from walking away with the top honors. This is an exciting option, as the characters might fight members of their rival school, or each other, several times during the course of the tournament.

THE PROVEN

The legends about the Hanmei are partially right. The tournament is a way to locate the worthiest martial artists in the entire world. However, the purpose of the Hanmei is not to find bodyguards

(Lin Qi would never allow someone so dangerous to get so close to him). Rather, the tournament allows Lin Qi to locate something even more valuable: assassins.

Lin Qi's enemies, rival Oyabun's, are known for their paranoia, and an assassin who needed a gun to kill would never get close to any of them. A character who seems bloodthirsty or ruthless enough to meet Lin Qi's needs will be quietly approached on the eve of the final Stage of the tournament and given an opportunity to come work for the family as an assassin. The Hero must prove himself by killing his first opponent in Stage 3 and making it look like an accident.



HANMEI COMBATANTS

STAGE 1 COMBATANTS

These combatants will be found in the street level of the Hanmei. One of these might be lucky enough to make it to the next round, but in all likelihood the back alleys of California are all these fighters will know of this mysterious tournament.

JOHN LEE: 4TH-LEVEL WARRIOR

Abilities: Strength +2, Dexterity +2, Constitution +2, Intelligence +0, Wisdom +0, Charisma +0

Core Ability: Determination

Skills: Acrobatics 7 (+10), Intimidate 7 (+8), Knowledge (streetwise) 7 (+7), Sleight of Hand 7 (+9)

Feats: Attack Focus: Punch (+2 bonus from Shotokan), Attack Specialization: Punch, Improved Strike, Improved Trip (+3 bonus from Shotokan), Shotokan Karate, Tough, Weapon Training

Combat: Attack (Unarmed Strike/Punch) +8 (+4 Base, +2 Dex, +2 Attack Focus), Damage (Unarmed Strike/Punch) +4 (+2 Str, +1 Improved Strike, +1 Attack Specialization), Dodge 16 (+4 Base, +2 Dex), Parry 16 (+4 Base, +2 Str), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+4 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Conviction: 4 **Wealth:** +3 **Reputation:** +1 **Virtue:** Loyal **Vice:** Cocky

Possessions: Street Clothes

Background: Born in San Francisco, John has spent a lot of time on the streets looking for trouble. Generally, he succeeds in finding it. A bully and thug, John sees himself as the answer to the Hanmei's prayers.

Quote: "One in a billion? Suits me fine."

Adventure Hook: John makes an excellent candidate for the "Little One Lost" adventure hook described above. Take an Asian-American PC, and cast John in the role of the rebellious kid brother. You can either change his last name to that of the PC, or for a twist, have John Lee be a name he "cleverly" assumed.

CHAPTER 5: THE HANMEI

**TERRY MCMANNIS:
5TH-LEVEL EXPERT**

Abilities: Strength +1, Dexterity +2, Constitution +1, Intelligence +0, Wisdom +0, Charisma +2

Core Ability: Expertise

Skills: Acrobatics 8 (+11), Bluff 8 (+10), Diplomacy 8 (+10), Jump 8 (+10), Knowledge (popular culture) 8 (+8), Notice 8 (+8), Perform (acting) 8 (+10), Sense Motive 8 (+8)

Feats: Attack Focus: Kick (+2 bonus from TaeKwonDo), Attack Specialization: Kick (+2 bonus from TaeKwonDo), Defensive Roll x2, Fascinate (Perform), Flying Kick, Improved Strike, TaeKwonDo

Combat: Attack (Unarmed Strike/Kick) +7 (+3 Base, +2 Dex, +2 Attack Focus), Damage (Unarmed Strike/Kick) +5 (+1 Str, +2 Unarmed Strike, +2 Attack Specialization), Dodge 15 (+3 Base, +2 Dex), Parry 14 (+3 Base, +1 Str), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +6 (+4 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Conviction: 5 **Wealth:** +7 **Reputation:** +2 **Virtue:** Honest **Vice:** Gloryhound

Possessions: Expensive Black Silk Gi

Background: Terry parlayed a prime-time television appearance at the Olympic games into a brief career as an action movie star. With his contract over and no new parts being offered him, Terry hopes to win the Hanmei, write a book about the event, and reenergize his movie career.

Quote: “I know. I look just like him don’t I?”

Adventure Hook: “My Bodyguard”: Willie Williamson contacts A Hero of 6th level or higher. As McMannis’ manager, Williamson wants to make sure his client doesn’t get hurt on his “research” trip. Williamson knows where the next Hanmei bout is and is willing to pay the entry fee in return for the Hero looking out for McMannis once they are overseas. This is a form of the “Little One Lost” adventure hook, except here, the Hero is likely to have little love for Terry.

For humor, the Narrator can play this up, making Terry incredibly effete and arrogant.

**“RAPID” ROY WALTRIP:
6TH-LEVEL WARRIOR**

Abilities: Strength +0, Dexterity +2, Constitution +3, Intelligence +0, Wisdom +0, Charisma +2

Core Ability: Determination

Skills: Bluff 9 (+12), Escape Artist 9 (+11), Intimidate 9 (+12), Sense Motive 9 (+9)

Feats: All-Out Attack (+3 attack per -2 Defense from Boxing), Banter, Boxing, Dodge Focus x2 (+3 bonus from Boxing), Improved Strike, Taunt, Tough, Weapon Training

Combat: Attack (Unarmed Strike/Punch) +8 (+6 Base, +2 Dex), Damage (Unarmed Strike/Punch) +3 (+1 Str, +2 Improved Strike), Dodge 23 (+6 Base, +2 Dex, +2 Banter, +3 Dodge Focus), Parry 16 (+6 Base, +0 Str), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+3 Con, +1 Tough), Fortitude +8 (+5 Base, +3 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Conviction: 5 **Wealth:** +5 **Reputation:** +1 **Virtue:** Friendly **Vice:** Vindictive

Possessions: A golden gloves trophy

Background: Roy feels he never got a “real” shot at boxing. He didn’t kiss the asses of the right promoters, and very few of the big-name fighters wanted to fight the tough, cagey slugger. He was offered jobs as a sparring partner, but Roy finds being a human punching bag boring. He overheard some guys in a bar talking about some organized streetfight, and after knocking them out, showed up at the appointment they paid for.

Quote: “C’mon, boy. I know you can hit harder than that. Hell, I barely felt it.”

Role: Roy is the cagey veteran. He will always be talking, getting the bonus for his Banter feat, and trying to egg his opponent into doing something stupid. Roy can take a lot of punishment and is content to play the waiting game.

**STAGE 2
COMBATANTS**

Combatants at this level likely did fairly well in Stage 1 but probably have little hope of coming home with the prize. Still, these fighters are not to be trifled with, and a Hero looking forward to Stage 3 might find himself on the next plane home from Hong Kong at the hand (or foot) of one of these fighters.

**DURUN CHAKAKIRTI
PASIASINA:
7TH-LEVEL EXPERT**

Abilities: Strength +0, Dexterity +2, Constitution +1, Intelligence +0, Wisdom +4, Charisma +0

Core Ability: Expertise

Skills: Acrobatics 10 (+13), Concentration 10 (+14), Diplomacy 10 (+10), Escape Artist 10 (+12), Jump 10 (+10), Knowledge (theology and philosophy) 10 (+10), Medicine 10 (+14), Sense Motive 10 (+14)

Feats: Attack Focus: Kick (+2 from Pentjak Silat), Canny Dodge (Wis), Defensive Attack, Dodge Focus, Improved Strike, Improved Throw, Improved Trip (+3 from Pentjak Silat), Momentum Throw, Pentjak Silat

Combat: Attack +11 (Unarmed Strike/Kick) (+5 Base, +4 Wis from internal martial arts style, +2 Attack Focus), Damage +2 (+2 Improved Strike), Dodge 22 (+5 Base, +2 Dex, +4 Wis, +1 Dodge Focus), Parry 15 (+5 Base, +0 Str), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +9 (+5 Base, +4 Wis)

Conviction: 6 **Wealth:** +1 **Reputation:** +2 **Virtue:** Good-Humored **Vice:** Crazy

Possessions: Threadbare clothes

Background: When he was a young man in Indonesia, Chakakirti was a bully, a thug, and a drunkard. After killing a man in a bar fight, he fled into the night, eventually finding himself on a

CHAPTER 5: THE HANMEI

beach, where he discovered a little old man sitting alone in the cold. Chakakirti tried to rob him, but the old man easily defeated him and then suggested to the thug that he change his ways. Chakakirti followed the old man, learning from him, until his death last year. Now he continues his journey, seeking enlightenment where he finds it and following the wind.

Quote: “*You and I are the same. I go where the wind blows me. You think you decide where you go and rule your destiny. Yet we are both here. Perhaps you simply do not feel the wind?*”

Role: Chakakirti is the essence of the mystic side of the martial arts.

Adventure Hooks: Chakakirti makes an excellent Legendary Master for a low-level Hero. Any character heavily invested in the internal side of the martial arts will likely idolize the small man. While he does not see himself that way, Chakakirti feels an obligation to pass on what he has learned, and will take a suitably serious student under his wing.

OTOMO OTOJIRO “OTOOTO”: 8TH-LEVEL WARRIOR

Abilities: Strength +3, Dexterity +0, Constitution +4, Intelligence +0, Wisdom +0, Charisma +0

Core Ability: Determination

Skills: Acrobatics +1, Escape Artist 11 (+12), Intimidate 11 (+11), Knowledge (streetwise) 11 (+11), Sense Motive 11 (+11)

Feats: Attack Focus: Unarmed, Improved Grab (+2 on free grapple check), Improved Pin, Improved Strike, Improved Throw, Improved Trip (+3 on trip attempts), Sumo Wrestling, Tough x3, Weapon Training

Combat: Attack (Unarmed Strike) +9 (+8 Base, +0 Dex, +1 Attack Focus), Damage (Unarmed Strike) +5 (+3 Str, +2 Improved Strike), Dodge 18 (+8 Base, +0 Dex), Parry 21 (+8 Base, +3 Str), Initiative +0 (+0 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +10 (+6 Base, +4 Con), Reflex +2 (+2 Base, +0 Dex), Will +2 (+2 Base, +0 Wis)

Conviction: 6 **Wealth:** +10 **Reputation:** +2

Virtue: Competitive **Vice:** Greed

Possessions: Street clothes

Background: Otojiro has known nothing beyond the life of a Sumotori since he was a child. Constant training, competition, and conditioning at one of the many youth academies across Japan led to a successful career as a professional.

However, there was never enough money, and Otojiro’s betting habit has landed him in debt to Lin Qi, who has been using Otojiro to fix matches and reap vast profits. His appearance in the Hanmei will mark the end of his athletic career, though he will fix at least one big match along the way before coming to work for Lin Qi at the tournament’s conclusion.

Quote: “*Taishita.*” (Pointing at himself.)

Role: Otojiro is the dirty fighter. A PC will find him a terrible opponent, and then, if the odds are right, he will suddenly go down. Otojiro has a bad temper, however, and has “accidentally” won matches he was supposed to lose.

Adventure Hooks: A Japanese Hero who idolizes Otojiro (not an uncommon thing) might actually convince him to return to the purity of his sport. This would, however, get Otojiro a death mark from Lin Qi.

KOCHOU “KIMMY” KIMIKO: 9TH-LEVEL WARRIOR

Abilities: Strength +1, Dexterity +3, Constitution +2, Intelligence +0, Wisdom +0, Charisma +1

Core Ability: Determination

Skills: Acrobatics 12 (+17), Intimidate 12 (+15), Knowledge (history) 12 (+12), Sense Motive 12 (+12)

Feats: Attack Focus: Katana (+2 from Kenjutsu), Attack Specialization: Katana (+2 damage from Kenjutsu), Exotic Weapon Training (Katana), Greater Attack Focus: Katana, Greater Attack Specialization: Katana, Improved Grab (+2 on free grapple from Jujutsu), Improved Strike, Improved Trip (+3 from Jujutsu), Jujutsu, Kenjutsu, Quick Draw, Weapon Training

Combat: Attack +16 (Katana) (+9 Base, +3 Dex, +2 Attack Focus, +1 Greater Attack Focus, +1 Masterwork), Damage (Katana) +9 (+1 Strength, +5 Katana, +2 Attack Specialization, +1 Greater Attack Specialization), Attack +12 (Unarmed) (+9 Base, +3 Dex), Damage +4 (Unarmed) (+1 Str, +3 Improved Strike), Dodge 22 (+9 Base, +3 Dex), Parry 20 (+9 Base, +1 Str), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+2 Con), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Conviction: 7 **Wealth:** +5 **Reputation:** +2 **Virtue:** Honorable **Vice:** Insecure

Possessions: Masterwork Katana

Background: Kimmy has always rebelled against her culture and traditional Japanese upbringing. She always felt her father, who traces his line back to medieval Samurai, wanted a son, and she chafes against his expectations for her. In many ways, Kimmy is the ideal son for her father; swift and dangerous, steeped in the history of her country, she is the soul of a samurai in the body of a woman barely five feet tall. Many opponents have failed to realize this about her until it is too late.

Quote: “*Atashi Samuraikatagi!*”

Role: Kimiko is a modern samurai.

JING CHOI: 9TH-LEVEL WARRIOR

Abilities: Strength +2, Dexterity +3, Constitution +2, Intelligence +0, Wisdom +0, Charisma +0

Core Ability: Determination

Skills: Acrobatics 12 (+16), Bluff 12 (+12), Jump 12 (+15), Stealth 12 (+15)

Feats: Attack Focus: Kick (+2 from White Crane), Attack Specialization: Kick, Dodge Focus x2, Greater Attack Focus: Kick, Improved Initiative, Improved Strike, Improved Trip (+3 from White Crane), Leg Sweep, Uncanny Dodge, Weapon Training, White Crane

Combat: Attack (Unarmed Strike/Kick) +15 (+9 Base, +3 Dex, +2 Attack Focus, +1 Greater Attack Focus), Damage (Unarmed Strike/Kick) +6 (+2

Str, +3 Improved Strike, +1 Attack Specialization), Dodge 24 (+9 Base, +3 Dex, +2 Dodge Focus), Parry 21 (+9 Base, +2 Str), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+2 Con), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Conviction: 7 **Wealth:** +3 **Reputation:** +2 **Virtue:** Friendly **Vice:** Frivolous

Possessions: Street clothes

Background: Jing Choi, which means fantastic, is what he calls himself. No one knows if that's his real name or not, because his Cantonese is almost incomprehensible at the speed he speaks it, and he speaks no other language. However, most people would call him that anyway, as he yells it all the time after a good move in a fight, and it sums up his manic, optimistic outlook perfectly.

Jing Choi likes nothing more than a good fight. He is not a bully, and prefers fights against opponents of his skill level or higher. However, anyone seen being a bully, or disrespectful to a woman, will also attract Jing Choi's attention. In short, if there's any trouble around, Jing Choi will get in the middle of it, happily shouting his name while flooring opponents.

Quote: "Jing Choi!"

Role: Jing Choi is the "buddy." He will as happily share a drink with an opponent he just knocked out as one who knocked him out. He is always optimistic, always full of energy, and always looking for some contact.

STAGE 3 COMBATANTS

Any of these fighters could walk away with the tournament on any given day. Anyone facing these opponents should be on their guard, as a fight with one of these characters could easily be fatal.

ISHINOMORI KATSUMOTO: IITH-LEVEL EXPERT

Abilities: Strength +0, Dexterity +0, Constitution



+2, Intelligence +1, Wisdom +4, Charisma +0

Core Ability: Expertise

Skills: Acrobatics 14 (+15), Bluff 14 (+14), Climb 0 (+1), Diplomacy 14 (+14), Escape Artist 14 (+14), Gather Information 14 (+14), Intimidate 14 (+14), Notice 14 (+18), Sense Motive 14 (+18), Stealth 14 (+15)

Feats: Aikido, Canny Dodge (Wis), Defensive Attack (+3 defense per -2 Attack), Defensive Roll, Dodge Focus, Improved Disarm (+3 to disarm), Improved Strike, Improved Trip (+3 to trip), Leg Sweep, Momentum Throw, Ninjutsu, Sneak Attack, Startle (+2 on Intimidate checks to feint), Unbalance Opponent

Combat: Attack (Unarmed Strike/Kick) +12 (+8 Base, +0 Dex, +4 Wis), Damage (Unarmed Strike/Kick) +0 (+3 Improved Strike), Dodge 23 (+8 Base, +0 Dex, +4 Wis, +1 Dodge Focus), Parry 18 (+8 Base, +0 Str), Initiative +0 (+0 Dex)

Saves: Toughness +3 (+2 Con, +1 Defensive

Roll), Fortitude +9 (+7 Base, +2 Con), Reflex +3 (+3 Base, +0 Dex), Will +7 (+3 Base, +4 Wis)

Conviction: 8 **Wealth:** +7 **Reputation:** +3 **Virtue:** Honorable **Vice:** Secretive

Possessions: Street Clothes

Background: A professional diplomat, Katsumoto has served as a Japanese Ambassador to both Korea and the United States. While in America, he met and married an American woman, who died five years ago.

His wife's death drove a wedge between Katsumoto and his daughter Brianna, who blamed her mother's early death on the family's moves and the isolation caused by language barriers in foreign lands. In an attempt to both protect his daughter and heal the rift between them, Katsumoto has joined the Hanmei, a use of the martial arts that he finds particularly abhorrent.

Quote: "The way of the warrior is the way of love."

Role: Katsumoto is the Sensei, always attempting to teach the "true meaning" of the martial arts. He will attempt to use his persuasiveness (which is considerable) to convince younger characters to drop out of the tournament. For the student seeking a master, Katsumoto makes an excellent choice.

Adventure Hooks: If a female Hero joins the Hanmei, the Narrator could substitute her for Brianna, making her the unwilling target of the "Little One Lost" campaign theme. A Hero seeking to train with Katsumoto might join the Hanmei to make contact with him in the "Legendary Master" campaign theme.

MAX RIGGS: IITH-LEVEL WARRIOR

Abilities: Strength +2, Dexterity +2, Constitution +3, Intelligence +0, Wisdom +0, Charisma +0

Core Ability: Determination

Skills: Climb 14 (+17), Drive 14 (+16), Stealth 14 (+17), Survival 14 (+14)

Feats: All-Out Attack (+3 attack per -2 Defense), Armor Training (heavy), Armor Training (light),

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Commando Training, Far Shot, Firearm Training, Hip Throw, Improved Strike, Point Blank Shot, Rage, Tough x3, Weapon Training

Combat: Attack (Unarmed Strike/Punch) +13 (+11 Base, +2 Dex), Damage (Unarmed Strike/Punch) +5 (+2 Str, +3 Improved Strike), Dodge 23 (+11 Base, +2 Dex), Parry 23 (+11 Base, +2 Str), Initiative +2 (+2 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +10 (+7 Base, +3 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Conviction: 8 **Wealth:** +5 **Reputation:** +3 **Virtue:** Loyal **Vice:** Bloodthirsty

Possessions: Knife, Heavy Pistol, Tactical Vest (none of these will be used during the Hanmei under normal circumstances)

Background: Max met Brianna while both were attending the University of Georgia. Max was in ROTC and eventually dropped out to join the Army full time. He has served in the Special Forces and as a hand-to-hand combat instructor. Always looking for something more exciting, Max decided to become a mercenary, and when that became boring, he gravitated to long-haul trucking.

Quote: “*My style? I’m a dedicated ass kicker. You?*”

Role: Max is the fish out of water. Though surrounded by Eastern Philosophy and lotus flowers, he remains the same as he ever was—former Army Ranger, mercenary, and long-haul trucker.

Adventure Hooks: If a female Ptakes Brianna’s place, Max might be helping Katsumoto look for her. However, the Narrator could just as easily make Max a villain, an absolute terror, working with Marcel to become one of Lin Qi’s assassins.

BRIANNA ISHINOMORI: 12TH-LEVEL WARRIOR

Abilities: Strength +1, Dexterity +4, Constitution +2, Intelligence +0, Wisdom +1, Charisma +0

Core Ability: Determination

Skills: Acrobatics 15 (+20), Jump 15 (+17), Notice

15 (+16), Stealth 15 (+19)

Feats: Attack Focus: Kick (+2 attack rolls), Attack Specialization: Kick, Dodge Focus x3, Flying Kick, Greater Attack Focus: Kick, Greater Attack Specialization: Kick, Hapkido, Improved Strike, Improved Trip (+3 to trip), Leg Sweep, Tough x2, Weapon Training

Combat: Attack (Unarmed Strike/Kick) +19 (+12 Base, +4 Dex, +2 Attack Focus, +1 Greater Attack Focus), Damage (Unarmed Strike/Kick) +6 (+1 Str, +3 Improved Strike, +1 Attack Specialization, +1 Greater Attack Specialization), Dodge 29 (+12 Base, +4 Dex, +3 Dodge Focus), Parry 23 (+12 Base, +1 Str), Initiative +4 (+4 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +10 (+8 Base, +2 Con), Reflex +8 (+4 Base, +4 Dex), Will +5 (+4 Base, +1 Wis)

Conviction: 8 **Wealth:** +9 **Reputation:** +3 **Virtue:** Forgiving **Vice:** Hot-headed

Possessions: Street clothes, camera, tape-recorder

Background: By the time she entered college at the University of Georgia, Brianna had seen more of the world than most people see in a lifetime. She had been to diplomatic functions in Seoul, watched Kabuki in Tokyo, and met three U.S. Presidents. Having worked her way through the ranks of several major newspapers, Brianna sees the Hanmei as the perfect story to launch her into a career as a Foreign Correspondent.

Quote: “*Sugar, I know y’all can hit harder than that.*”

Role: Brianna is a martial artist through and through, blending power with speed, beauty with grace.

Adventure Hooks: A male Hero might take Max’s place, helping Ishinomori find his ex-girlfriend.

MARCEL BONTECOU: 12TH-LEVEL WARRIOR

Abilities: Strength +0, Dexterity +4, Constitution +4, Intelligence +0, Wisdom +0, Charisma +0

Core Ability: Determination

Skills: Acrobatics 15 (+20), Bluff 15 (+15), Jump

15 (+16), Stealth 15 (+19)

Feats: Attack Focus: Kick (+2 attack), Attack Specialization: Kick (+2 damage), Dodge Focus x4, Flying Kick, Greater Attack Focus: Kick, Greater Attack Specialization: Kick, Improved Strike, Leg Sweep, Savate, Taunt, Uncanny Dodge, Weapon Training

Combat: Attack (Unarmed Strike/Kick) +19 (+12 Base, +4 Dex, +2 Attack Focus, +1 Greater Attack Focus), Damage (Unarmed Strike/Kick) +6 (+3 Improved Strike, +2 Attack Specialization, +1 Greater Attack Specialization), Dodge 30 (+12 Base, +4 Dex, +4 Dodge Focus), Parry 22 (+12 Base, +0 Str), Initiative +4 (+4 Dex)

Saves: Toughness +4 (+4 Con), Fortitude +12 (+8 Base, +4 Con), Reflex +8 (+4 Base, +4 Dex), Will +4 (+4 Base, +0 Wis)

Conviction: 8 **Wealth:** +10 **Reputation:** +3 **Virtue:** Funny **Vice:** Sadistic

Possessions: Street clothes

Background: Marcel always loved pain. Giving, receiving, it was all a rush, a wonderful sensation. Through his work in intelligence, Special Forces, and as a mercenary, he has had ample opportunity to indulge his desires. However, even his successes could not explain away his excesses, and so legitimate military work became harder and hard for Marcel to come by. As a result, he has drifted toward the darker side of the international scene, and now seeks employment as one of Lin Qi’s assassins.

Quote: “*Bal périlleux?*”

Role: Marcel is a killer. A villain through and through. If a Hero seeks to claim the Hanmei crown, it will likely be Marcel awaiting him in the final round.

EPILOGUE

Katsumoto snapped a kick to Max's solar plexus. The large man simply shrugged it off, grinning manically at him. It didn't even slow him down. Max closed, grabbing the older Japanese man and slamming him to the mat, driving the wind out of him. "That hurt, pie-face. Big mistake."

The crowd roared, and with all eyes on the battle, no one noticed Kimmy and Brianna slipping out.

Max glanced in their direction and saw that their seats were empty. Grabbing the old man's hair, he dragged him to his feet. To the approving throng, it looked as though he was biting the old man's ear. "This is bullshit. This is never going to work."

Wincing in pain, Katsumoto shifted his weight and threw the larger man to the ground, off the mat, and punched him in the face as the wind rushed out of him. "You might have mentioned that earlier."

Max grunted, shaking his head, and got to his feet. Tasting the blood of a split lip, he roared and threw Katsumoto right into the crowd. Seconds later, he was on top of him, shrugging several spectators out of his way in the process. "I did mention it."

Outside, Brianna smiled, hearing the riotous sounds from inside the arena. "Leave it to Max. If there's one thing that man can do, it's start a riot." "Oh!"

Turning at the noise, Brianna saw Kimmy on the ground, clutching her knee. Marcel stood over her, smiling. "Going somewhere, Mademoiselles?"

Katsumoto rolled out of the way, barely avoiding being stepped on by the fans thronging around them. As the fight had moved into the stands, fans in other parts of the arena, no longer able to see, had begun to get out of their seats, pushing and shoving to see what was happening. This had already started a few fights around the arena.

The Yakuza guards, ill-equipped for a full-blown riot, were beginning to beat the crowd back with Tonfa, which only served to exacerbate the situation. Max grabbed Katsumoto by the collar and tossed him over the clump of fans around him like a

rag doll. "Time for us to motor, Moto."

Brianna rolled out of the way as a heel came crashing down onto the spot where her head had been. In one smooth motion, she got back on her feet and landed an inside crescent kick to Marcel's head. Two teeth came flying out of his mouth, followed by a spray of blood and saliva. Brianna met Marcel's smile with one of her own. "Always go for the knees, don't you, boy? You fight like a wharf rat punk. I had better dates in high school."

Brianna had thought they had a good chance to get away clean, but Max had told her it would come to this. That Marcel would know what was up and be waiting for her. Unfortunately, he had been right. He had also overruled Katsumoto and said that Brianna should be the one to face Marcel. He had said she was the only one fast enough and mean enough to keep up with him.

"You like to make noise, Mademoiselle? Marcel likes this as well."

Marcel snapped out a kick for her ankle. Brianna spun like a broken ballerina, managing to twist out of the way of most of the attack. Damn it. Low. Everything low. He's robbing you of your speed.

Brianna let her momentum carry her in a wide circle, hopping on one leg to gain distance. Out of the corner of her eye, she saw a hint of movement and dropped down low, narrowly avoiding a spinning kick that would have broken her neck. He's built like a brick shithouse, but you're faster. Use it, Damn it.

"This is not going well." Katsumoto grabbed the shoulder of a seemingly insane spectator, now a raging part of a mindless mob, and squeezed hard, dropping him to his knees. Max decked three more with a chair he had ripped out of the floor. It seemed they were being attacked by every spectator in the building. They had given up trying to move and had begun fighting back to avoid being trampled by the crowd.

Max growled, then laughed, picking up the groaning man Katsumoto had dropped with the nerve-pinch—or whatever it was—and threw him

right into the crowd. He stepped on the fallen spectators, dragging Katsumoto behind him. The move had gained them two feet. "Well, aren't you just the master of the fucking obvious."

Brianna had stopped talking. Max always said I talked too much, anyway. Blood streamed down her face from a cut over her left eye, impairing her vision on that side. Marcel kept moving in that direction, trying to get further into the blind spot he had created, and so the pair of them danced continually in a clockwise circle.

"Mademoiselle, she no longer wishes to talk to Marcel?"

Brianna saw an opening. God, don't let me be wrong. A short jab to the face, and she moved to her right with all the speed her tired, bruised legs had left. Marcel slowly faded from view behind a curtain of blood-matted chestnut hair.

"Ah, perhaps it is time for the dance to end as well, hmm?"

The sky exploded in stars as a sharp pain exploded in Brianna's right knee.

"Max, stop fighting them."

Max roared, grabbing another faceless member of the mob and tossing him aside. "I'm not going to be trampled, old man. If I die in this heathen country of yours, I'm taking a few of you with me."

Katsumoto smacked Max right across the face. "Go with the flow. Let them carry us for a time."

Suddenly, Max saw what the old man had in mind, and he laughed.

Brianna hit the ground with a thud and did not move. Bare chest glowing with sweat and blood, Marcel took her in with appreciation. She cut quite a figure in the moonlight. Perhaps he didn't have to kill her right away...

Suddenly, Marcel's knee gave way. Then a loud crack issued from the small of his back. Eyes wide with pain, he couldn't even cry out as he looked over his shoulder. Kimmy threw a ridgehand right at his throat, then a snap kick to his good knee. On his way down, she caught him with a textbook-perfect snap kick that landed right under his chin, snapping

his head back and sending the Frenchman into unconsciousness.

Kimmy spit on the man, her face a mask of rage. “Kutabare!”

Kicking him one last time in the ribs, she went to check on her unconscious friend.

The roaring mass swept the men along. It was, in a weird sort of way, like being carried out to sea. Suddenly, they cleared the overhanging balcony.

“Now!”
Max cupped his hands, and as soon as Katsumoto planted his foot he heaved the old man up onto the second level.

Katsumoto had to force down his panic while airborne. Max had thrown him with such ease. Time seemed to slow down for the old man, and he landed with one foot on the back of an empty chair, shifting his direction into the aisle, where he rolled to a graceful landing right by the fire hose. Uncoiling it, he threw it high over the crowd. Max snared it in one meaty hand, and Katsumoto, his face red with exertion, pulled him out of the throng.

Finally, Max sprang free of the mass as he kicked off the people trying to catch his legs to be carried to safety with him. Grabbing the rail, he pulled himself over, hurling epithets down at the mass he had just freed himself from.

“I can’t believe you made that landing, old man. How old are you, anyway? Seventy?”

Katsumoto just laughed. For some reason, he had always liked the boorish American.

“I’ll remember that. Along with the pie-face comment.”

Max suddenly seemed embarrassed. “Oh yeah, that. Well, you know, I had to make it look good and... the girls!”

Suddenly both men headed for the exit.



APPENDIX A: FEAT TABLES

GENERAL FEATS

Feat	Benefit
Banter	Add your Cha to your Dodge bonus
Cloak Training	You’re trained to use a cloak in combat
Parry Focus	+1 to your Parry bonus

EXPERT FEATS

Feat	Benefit
Body Blow	You can make a tiring attack in melee
Box Ears	You can make a deafening attack in melee
Elbow Slam	You can make an elbow attack in melee
Eye Gouge	You can make a blinding attack in melee
Heel Kick	You can make a heel attack in melee
Hip Throw	You can follow a trip with a free unarmed attack
Leg Sweep	You can follow an unarmed attack with a free trip attack
Lightning Attack	You can make an unarmed attack that cannot be parried
Momentum Throw	Free Trip attempt after successful melee Dodge
Thigh Kick	Your unarmed attacks can limit your opponent’s mobility

WARRIOR FEATS

Feat	Benefit
Body Blow	You can make a tiring attack in melee
Counter Strike	You can make a free attack after a successful Parry
Elbow Slam	You can make an elbow attack in melee
Flying Kick	You gain an unarmed damage bonus when charging
Haymaker	You gain a damage bonus on an unarmed attack but suffer a Defense penalty
Heel Kick	You can make a heel attack in melee
Hip Throw	You can follow a trip with a free unarmed attack
Iaijutsu Strike	You gain a damage bonus against flat-footed opponents in the first round of combat
Leg Sweep	You can follow an unarmed attack with a free trip attack
Lightning Attack	You can make an unarmed attack that cannot be parried
Thigh Kick	Your unarmed attacks can limit your opponent’s mobility

FEAT TABLES

MARTIAL ARTS STYLES

Style	Basic Training	Advanced Training	Internal/External
Aikido	Acrobatics	Defensive Attack, Improved Disarm	Internal
Animal-Imitating Chuan Fa	Acrobatics, Climb, Escape Artist, Stealth (any two)	Dodge Focus, Improved Speed, Improved Grab, Uncanny Dodge (any two)	External
Arnis	Intimidate, Sleight of Hand	Two-Weapon Fighting, Two-Weapon Defense	External
Banshay	Acrobatics, Sense Motive	Attack Focus: Sword, Attack Specialization: Sword	External
Bear	Climb, Intimidate	Improved Grab, Startle	External
Boar	Intimidate	All-Out Attack, Startle	External
Boxing	Bluff, Intimidate	Accurate Attack, All-Out Attack, Dodge Focus, Parry Focus, Stunning Attack (any two)	External
Brazilian Jiu Jitsu	Intimidate, Sense Motive	Improved Trip, Prone Fighting	External
Bull	Intimidate	Attack Focus: Charge, Attack Specialization: Charge	External
Burmese Bando	Acrobatics	Dodge Focus, Improved Trip	Internal
Burmese Boxing	Acrobatics, Perform (dance)	All-Out Attack, Improved Grap	External
Capoeira	Acrobatics, Perform (dance)	Acrobatic Bluff, Attack Focus: Kick	External
Cat	Acrobatics, Climb	Dodge Focus, Improved Initiative	External
Chi Kung	Medicine	Improved Throw, Improved Trip	Internal
Cobra	Sleight of Hand	Challenge: Sleight of Hand Quicker than the Eye, Improved Initiative	External
Commando Training	Climb, Stealth	All-Out Attack, Improved Critical	External
Deer	Notice	Dodge Focus, Improved Speed	External
Dragon	Escape Artist, Intimidate	Attack Focus: Kick	External
Drunken Master	Acrobatics	Acrobatic Bluff, Dodge Focus	External
Eagle	Acrobatics	Improved Disarm, Improved Sunder	External
Eastern Wrestling	Escape Artist	Defensive Attack, Improved Trip	Internal
Fencing- French	Acrobatics, Bluff	Attack Focus: Sword, Improved Disarm	External
Fencing- Italian	Acrobatics, Intimidate	Attack Focus: Sword, Attack Specialization: Sword	External
Fencing- Spanish	Sense Motive	Improved Disarm, Parry Focus	Internal
Gatka	Acrobatics, Intimidate	Attack Focus: Sword, Dagger or Bow, Attack Specialization: weapon chosen for Attack Focus	External
Greco Roman Wrestling	Acrobatics, Escape Artist	Improved Grab, Improved Trip	External
Goju-Ryu Karate	Acrobatics, Escape Artist	All-Out Attack, Improved Trip	External



FEAT TABLES

Gun Fu	Concentration, Spot	Defensive Attack, Dodge Focus	External
Hapkido	Acrobatics, Jump	Attack Focus: Kick, Improved Trip	External
Horse	Acrobatics	Attack Focus: Punch, Improved Trip	External
Hsing-I Kung Fu	Sense Motive	Improved Initiative, Improved Trip	Internal
Hung Gar	Acrobatics	All-Out Attack, Uncanny Dodge	External
Hwa Rang Do	Acrobatics, Medicine	Attack Focus: Kick, Improved Trip	External
Iaijutsu	Sense Motive	Improved Initiative, Quick Draw	External
Jeet Kune Do	Acrobatics, Jump	All-Out Attack, Improved Trip	External
Jujutsu	Acrobatics	Improved Grab, Improved Trip	External
Kajukenbo	Bluff, Intimidate	All-Out Attack, Startle	External
Kendo	Sense Motive	Attack Focus: Katana, Iron Will	Internal
Kenjutsu	Intimidate	Attack Focus: Katana, Attack Specialization: Katana	External
Kobujutsu	Acrobatics	Two-Weapon Fighting, Two-Weapon Defense	External
Kenpo	Acrobatics, Jump	Attack Focus: Punch, Attack Specialization: Punch	External
Knife Fighting	Bluff, Sleight of Hand	Challenge: Sleight of Hand Quicker than the Eye, Talented: Bluff and Sleight of Hand	External
Krav Maga	Intimidate, Knowledge (tactics)	Improved Trip, Startle	External
Kuk Sool Won	Acrobatics, Jump	Attack Focus: Kick, Dodge Focus	External
Kung Fu	Acrobatics, Jump	Attack Focus: Kick, Improved Trip	External
Kyokushin Karate	Sense Motive	Improved Throw, Improved Trip	Internal
Kyudo	Spot	Attack Focus: Bow, Blind-Fight	Internal
Leopard	Climb, Stealth	Attack Focus: Punch, Attack Specialization: Punch	External
Lua	Escape Artist, Intimidate	Improved Grab, Improved Trip	External
Lucha Libre	Bluff	Improved Grab, Improved Trip	Internal
Monkey	Acrobatics, Climb	Acrobatic Bluff, Dodge Focus	External
Naginata-jutsu	Acrobatics +2	Attack Focus: Pole Arm, Improved Trip	External
Ninjutsu	Climb, Stealth	Startle, Improved Trip	External
Pa-Kua	Acrobatics	Attack Focus: Punch, Dodge Focus	Internal
Panther	Climb, Intimidate	Attack Focus: Kick, Attack Specialization: Kick	External
Pentjak Silat	Acrobatics	Attack Focus: Kick, Improved Trip	Internal





FEAT TABLES

Pole Arm Fighting	Intimidate	Attack Focus: Pole Arm, Attack Focus: Pole Arm	External
Praying Mantis	Acrobatics, Intimidate	Attack Focus: Punch, Attack Specialization: Punch	External
Professional Wrestling	Bluff, Intimidate	Improved Grab, Improved Trip	External
Python	Escape Artist	Improved Grab, Improved Trip	External
Rooster	Acrobatics, Jump	Attack Focus: Punch, Attack Specialization: Punch	External
ROSS	Bluff, Intimidate	Attack Focus: Punch, Improved Trip	External
Savate	Acrobatics, Jump	Attack Focus: Kick, Attack Specialization: Kick	External
School of Hard Knocks	Bluff, Intimidate	All-Out Attack, Rage	External
Scorpion	Escape Artist, Stealth	Attack Focus: Punch, Improved Trip	External
Shao-Lin Kung Fu	Acrobatics, Jump	Attack Focus: Kick, Improved Trip	External
Shinobi-jutsu	Climb, Stealth	Talented: Climb and Stealth, Trackless	External
Shito-Ryu Karate	Acrobatics, Intimidate	Attack Focus: Punch, Startle	External
Shotokan Karate	Acrobatics, Karate	Attack Focus: Punch, Improved Trip	External
Sojutsu	Bluff, Intimidate	Attack Focus: Spear, Attack Specialization: Spear	External
Staff Fighting	Acrobatics, Sense Motive	Improved Trip, Parry Focus	External
Stick Fighting	Acrobatics, Sense Motive	Two-Weapon Fighting, Two-Weapon Defense	External
Sumo Wrestling	Acrobatics, Escape Artist	Improved Grab, Improved Trip	External
TaeKwonDo	Acrobatics, Jump	Attack Focus: Kick, Attack Specialization: Kick	External
T'ai-Chi Chuan	Sense Motive	Dodge Focus, Improved Trip	Internal
Taiho-Jutsu	Intimidate, Sense Motive	Attack Focus: Club, Improved Grab	External
Thai Kickboxing	Acrobatics, Intimidate	Attack Focus: Punch, Improved Trip	External
Tiger	Acrobatics, Stealth	Attack Focus: Punch, Prone Fighting	External
Wado-Ryu Karate	Acrobatics, Escape Artist	Attack Focus: Punch, Improved Grab	External
White Crane	Acrobatics, Jump	Attack Focus: Kick, Improved Trip	External
Wing Chun	Acrobatics	Attack Focus: Kick, Improved Trip	External
Ying Jow	Medicine	Improved Grab, Improved Trip	Internal



FEAT TABLES

POST-APOCALYPTIC STYLES

Style	Basic Training	Advanced Training	Internal/External
Ancients' Legacy	Acrobatics	Attack Focus: Kick, Improved Trip	External
Ancients' Exodus	Acrobatics	Improved Throw, Improved Trip	Internal
Crimson Fist	Escape Artist, Intimidate	Attack Focus: Punch, Attack Specialization: Punch	External
Crimson Shadow	Climb, Stealth	Attack Focus: Kick, Improved Trip	External
Gemini	Escape Artist, Intimidate	Attack Focus: Punch, Improved Grab	External
Ground Zero	Sense Motive	Attack Focus: Punch, Improved Trip	Internal
Hydra	Acrobatics, Bluff	Attack Focus: Punch, All-Out Attack	External
Hypolyta's Hand	Acrobatics, Bluff	Attack Focus: Kick, Improved Trip	External
Lone Star	Stealth	Attack Focus: Punch, Attack Specialization: Punch	External
Lurker's Eyes	Notice, Stealth	All-Out Attack, Improved Trip	External
Pit Fighting	Intimidate	Attack Focus: Punch, Startle	External
Rad Wolf	Acrobatics, Intimidate	Attack Focus: Punch, Attack Specialization: Punch	External
Sandstorm	Bluff, Intimidate	Attack Focus: Kick, Improved Trip	External
Serenity	Acrobatics	Improved Disarm, Improved Trip	Internal
Silver and Black	Jump, Intimidate	Attack Focus: Punch, Improved Trip	External
Wayfarer's Walking Stick	Bluff, Sense Motive	Attack Focus: Kick, Improved Trip	External
Whirling Dervish	Acrobatics, Jump	Attack Focus: Kick, Attack Specialization: Kick	External

SCI-FI STYLES

Style	Basic Training	Advanced Training	Internal/External
Plasma Sword Fencing- Mystical	Sense Motive	Attack Focus: Plasma Sword, Parry Focus	Internal
Plasma Sword Fencing- Power	Intimidate	Attack Focus: Plasma Sword, Attack Specialization: Plasma Sword	External
Plasma Sword Fencing- Speed	Acrobatics	Two-Weapon Fighting, Two-Weapon Defense	External
Bug Slayer	Notice, Survival	Favored Opponent: Bugs, Tracking	External
Machine Slayer	Disable Device	Favored Opponent: Robots, Critical Strike	External
Singularity	Stealth	Attack Focus: Kick, Improved Trip	External
Void	Sense Motive	Attack Focus: Punch, Dodge Focus	Internal

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