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STEVEN TRUSTRUM
Metahuman Martial Arts™
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Metahuman Martial Arts™

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This book is dedicated to **Psistrike**, who has been playtesting **MnM** products for **Misfit Studios** for many years. He has been the one constant in all of our major **MnM** playtests, and always provides the most detailed, thorough feedback.

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INTRODUCTION

WHAT THIS BOOK IS



When the first version of this product was released in 2009, it was because of a noticeable lacking in source material using the second edition rules to adequately (in this author's opinion) represent martial arts. Since the release of the third edition, **Super-Powered by M&M** rules, this has not changed. Much like the previous M&M rules iteration, **Super-Powered by M&M** similarly lacks anything that really sets such fighting techniques apart as anything other than a special effect. Martial arts are nothing more than a bunch of advantages and power builds strung together to give just a hint of a what a fighting style could be.

But that is all about to change.

Again.

As the original edition did, **Metahuman Martial Arts 3e** seeks to expand the core rules beyond its rudimentary approach to martial arts. It does so by presenting new traits, options, rules, and the like that will enable martial arts to reach their potential within your game. This edition of **Metahuman Martial Arts** follows the example of its predecessors by representing martial arts as something that stands apart from super-powers instead of merely being a descriptor of them. Doing so means adding new skills and skill uses, additional advantages (including a new category of advantages specific to martial arts), and more.

Furthermore, because training and practice regimens are vital to martial arts, many of these new game elements will have prerequisites—other traits the character must first obtain. This approach enforces the requirement for the sort of on-going, dedicated study and practice you'd expect of learning martial arts. You no longer have the "jump in wherever" feel one gets from the bare bones approach to representing martial arts seen in previous **Super-Powered by M&M** products.

This new approach to presenting martial arts results in a unique identity that is further solidified by the addition of more complex combat options, such as hit location rules. **Metahuman Martial Arts 3e** also makes fuller, more detailed use of added and alternate effects for critical hits, such as strikes capable of wholly or partially disabling

opponents. Although such rules will make combat more complicated than would be the case using the standard rules alone, the new content mostly remains fluid, highly adaptable, and easy to learn. In this manner, this book stays true to the overall design principles of the core **Super-Powered by M&M** rules.

And, as always, if you don't like the new rules, you may simply ignore them and stick to what works for you. That being said, welcome to a much wider world of martial arts.

WHAT THIS BOOK IS NOT

As should be obvious from its name, **Metahuman Martial Arts 3e** is a sourcebook intended for use in the super-hero genre. Considering **Super-Powered by M&M**'s "toolkit" nature, it is entirely possible (even encouraged) to use this product in other genres as well. However, keep in mind that the primary driving thought behind this book's development was to suit super-hero gameplay.

By no means should this work be taken as an attempt at providing a historically accurate resource on martial arts in general. It is supposed to be nothing more than a tool for bringing more interesting martial arts rules into your game. As such, liberties have been taken in the name of consistency to the core rules and in the name of fun. This is why the closest things you'll find to a history of martial arts within this work are some of the brief descriptions accompanying each fighting style.

This book has no intention of going into each style's background in detail, nor will it outline the origins and history of martial arts in general. If you want to learn about martial arts in the real world, there are countless books written on the subject, but you won't find such information here. **Metahuman Martial Arts 3e** is all about entertainment!



CONTENT SUMMARY

CHAPTER ONE: RUNNING A MARTIAL ARTS GAME

The first chapter presents new and revised archetypes suited for a martial arts-based game. Also included are details and suggestions for running such a game with the desired style and atmosphere.

CHAPTER TWO: SKILLS

Some new Expertise skills relevant to martial arts are presented in this brief chapter, along with new skill uses.

CHAPTER THREE: ADVANTAGES

This chapter contains new and appended advantages. A new category of advantages is also presented: martial arts advantages. Some these advantages have prerequisites that must be satisfied before they may be selected.

CHAPTER FOUR: POWERS

This chapter is filled with new power effects, extras, flaws, and power builds useful to creating characters of any martial arts genre.

CHAPTER FIVE: NEW RULES

Want new rules? You got 'em!

New complications, personal and skill challenges, and new rules for critical hits and targeting specific parts of a target are included. Topping this chapter off are new combat actions and additional vehicle combat maneuvers to complement those provided in **Better Mousetrap 3e**.

CHAPTER SIX: ART OF THE FIGHT

The heart of this product, this chapter contains everything you need to know about building a fighting style of your own. It also includes the basic and advanced combat maneuvers referenced throughout this work.

CHAPTER SEVEN: THE FIGHTING STYLES

This is the single largest chapter in the book, and it is here where you will find details on over 160 fighting styles from around the world or born of the writer's imagination. Also included are guidelines for expanding and improving on what's been provided, as well as suggestions on how to get started building your own fighting styles.

Chapter Eight: Tools of the Fight

You can't have a fun martial arts-based game without an arsenal of martial arts weapons to swing around. Here you will find new and expanded rules for weapons, as well as a broad selection of equipment and weapons at home in any martial arts game.

Chapter Nine: Heroes and Allies

The heroes presented in this chapter can serve as non-player characters in your game or merely stand as examples of how to build your own characters using this product's content.

Chapter Ten: Villains and Foes

Here you will find a selection of villainous individuals and organizations to insert into your game as opponents. All make use of the rules presented in this work to various degrees and are examples of how your villains can make use of this book's content.



Metahuman Threat Scale

To make using the accompanying creatures easier, a threat scale is used throughout this work. Each character will be assigned a threat level from this scale, providing players and Gamemasters alike an idea of how characters and appropriate organizations should perceive the creature, regardless of actual PL. The assigned threat level takes into account more than the immediate threat posed because it also considers goals, ideals, behavior, state of mind, and so on.

If desired, this metahuman threat scale (MTS) can be incorporated into your game as the system actually used to assess metahuman threats. This may be done in much the same way as the government uses a color system to indicate states of national security awareness and preparedness.

Alpha: Of minimal danger, an Alpha-level threat is relatively low-powered and/or modestly trained. Such metahumans offer little more threat than a common non-metahuman street thug. A typical law-enforcement response should be sufficient to deal with the threat in most instances.

Such a threat can be restrained within standard containment facilities.

Beta: Beta-level threats possess sufficient metahuman abilities and/or training to pose a risk to a typical law-enforcement response. Tactical response units are likely the best way of dealing with such a threat, just to be safe.

Such a threat can often be restrained within standard containment facilities, or those that have undergone a minimum of alteration.

Gamma: Threats of this level are an exceptional danger to society, and are not easily dealt with by standard law-enforcement personnel (including ordinary tactical response units). This is the most common metahuman threat level in most societies, and usually represents the apex of threats whose abilities are based entirely on knowledge and training rather than metahuman powers.

Such a threat can rarely be held for long within standard containment facilities, usually requiring specially prepared conditions for long-term confinement.

Delta: Extremely dangerous, and only to be approached in force and with extreme care, Delta-level threats have the capability of causing considerable damage. They represent a significant, immediate threat to life and public resources/services. Delta-level threats are best handled by other metahumans of comparable (individual or combined) power, or by specially trained response units and/or the military.

Such a threat cannot be held within standard containment facilities, requiring specially prepared conditions for long-term confinement.

Epsilon: Entire nations, continents, and possibly even whole planets are at risk from Epsilon-level threats. Possessing abilities and/or influence to shatter civilizations, nations devote vast resources into anticipating and countering such beings before their machinations or rampages cause irreparable damage to a planet's social order, political stability, and/or physical well-being.

Such a threat cannot be held within standard containment facilities, requiring specially prepared, often-unique conditions for long-term confinement. In the most extreme cases, practical containment is impossible and more extreme (permanent?) solutions must be found.

Omega: Omega-level threats are the greatest threat known because they can affect things on a cosmic scale, be it by eradicating entire intergalactic civilizations or putting the very fabric and stability of reality at risk. This threat level is the broadest in its scope, allowing for a variety of actual ability potencies.

Restraining such threats requires a legendary act by beings of lesser threat levels, or an intervention of another Omega being/artifact/power. Generally speaking, though, Omega-level threats are considered unstoppable forces of nature/the cosmos/whatever. They are better tricked, negotiated with, or avoided altogether than directly opposed, as undertaking the latter can easily result in the dangers meant to be avoided.

Containing such beings requires the power of a sun, act of God, or similarly extraordinary expenditure of cosmic power or influence, feats usually only available to other Omega-level beings or incredibly advanced civilizations.

"-A" Notation: When added to a threat level, this notation indicates the threat is arcane/magical in nature.

"-E" Notation: When added to a threat level, this notation indicates the threat is extraterrestrial (alien) in nature.

"-D" Notation: When added to a threat level, this notation indicates the threat is extradimensional (from another plane of existence) in nature.

"-P" Notation: When added to a threat level, this notation indicates the threat is psychic in nature.

"-T" Notation: When added to a threat level, this notation indicates the threat is Terran (from Earth), but not human in nature.

1. Running a Martial Arts Game

So, you've decided you want martial arts to be more than just a special effect—a descriptor—in your game, hmmm? Well, that means you'll need to create some characters that make good use of this work's new content. Thankfully, we've provided you with some new archetypes to get you started quickly. We also offer an impressive arsenal of new skill details, advantages, power builds, and power modifiers to get things rolling in the right direction.

Many of these archetypes retain some level of customization, especially when it comes to selecting attacks specific to some advantages and advanced maneuvers. The accompanying descriptions are likewise not written in stone, and should certainly be altered to suit your game and individual character (indeed, as may the archetype itself).

Each archetype includes a section regarding the sort of things it may excel at to better explain their design, along



The Author's Disclosure

Although writing this book involved a great deal of research, both for the original edition and this update, the author cannot possibly be an authority on all things touched upon within. As such, it is entirely possible martial arts experts may find flaws or mistakes within the work. This is an excepted and unavoidable aspect of putting together a book such as this for the purpose of use in a game.

The author would like to apologize to such authorities beforehand for any slight they may feel against their respective fighting styles of expertise.

with some suggestions on how to improve the character with experience. This will help you build upon the archetype's strengths while moderating its weaknesses.

Lastly, to aid Gamemasters in coming up with ideas for their games, each archetype provides three brief adventure ideas that hint at how to introduce such characters into the group. Each approach outlines the sort of goals they may have to help devise relevant plots. These adventure ideas are merely suggestions, however, and may be used, discarded, or changed as desired.

That being said, bring on the martial arts mayhem!

Martial Arts Game Styles

Using the core rules alone, the **Super-Powered by M&M** system is capable of handling most genres despite being tailored to act as a super-hero game. This adaptability includes games that are centered around, or include to some important degree, martial arts. Despite this capability, the lack of focus on martial arts reduces such combat to a mere special effect of the core system mechanics or to a descriptor for powers in much the same way as magic, technology, psionics, or any other source of superior abilities. Such abilities end up being little more than a different perspective on the same thing.

Metahuman Martial Arts 3e changes that.

With the focus on various fighting styles provided within this work, it becomes much easier for a Gamemaster to use the **Super-Powered by M&M** core mechanics to run a game where martial arts can step forth out of the shadows. This places martial arts on a more even, distinct footing with world-crushing aliens and invulnerable, four color bad guys in a super-hero campaign. It also allows advanced fighting techniques to more efficiently (and interestingly) become the game's central theme.

Some of the more common themes and stereotypes for martial arts-centric games one can run using the **Super-Powered by M&M** core rules in conjunction with **Metahuman Martial Arts 3e** include (but are not limited to) the following.

Anime-Style, Fantastic

Characters in such games are granted unimaginable powers by merit of their birth (be they another species or otherwise gifted by nature) and martial training. The ability to throw fireballs as easily as they can perform a roundhouse kick is a staple of such games and defines their disregard for any serious attempt for the game to be realistic.

Character motivations tend to be lofty and polarized between good and evil, and relationships are black and white and highly dramatic in nature. The rules of existence are more freely interpreted (sometimes to the point of being bizarre and convoluted in order to suit the game's requirements), and fights between the heroes and villains are epic in their scope.



Anime-Style, Dramatic

Although some of the exploits and martial abilities in such games are improbable and rely heavily on the players' acceptance of their disbelief, the characters' motivations, actions, and personalities are rooted in realistic (and often



overly somber and dramatic) situations and presentations. Giant, martial arts using robots staving off alien invasions or alternate dimensions where religious temples fight for their beliefs in glorious, arcane martial combat for the fate of existence are examples of such games.

While the abilities and fighting styles used can be as fantastic and imaginative as desired, the stories are always drawn back to the hardships and perseverance of the characters around which play is centered.

Chop Sockey Cop

The characters are police officers (or similar do-gooders or law enforcement agents) that, for whatever reason, resort to using their fists and feet to solve problems rather than their wits or sidearm. Combat leans towards slapstick—it is highly cinematic and rarely has any lasting effects. This sort of game should be played over-the-top and light-heartedly. The Gamemaster should encourage the players to push the rules to their limits (and perhaps beyond if done with good reason and style).

A low or moderate PL is the norm for this game type. Otherwise, you'll end up with characters learning a ridiculous number of fighting styles and/or purchasing all manner of inappropriately advanced combat maneuvers. In this style of game, too much of a good thing may detract from the appropriate atmosphere and desired level of realism.

Hard Boiled Cop

Much like the Chop Sockey Cop style of game, this variation revolves around police officers or the like who use their fists more than their guns to solve their problems. The emphasis of the Hard Boiled Cop game is not on the stunts and shenanigans, however. The focus rests on the pure toughness and kick ass nature of the personalities and actions involved.

Another significant difference between the two styles of play is a Hard Boiled Cop game is grittier, and any humor is usually found within straight-faced delivery rather than slapstick and/or ridiculous situations. Cheesy punch lines and justice via ironic death are both staples of such games, which are usually of a low or moderate PL.

Historical

The game is set in the Orient during a time in its history when martial arts and personal combat were still used as a means of resolving disputes. Characters in such games involve wandering monks, masterless samurai, clanless ninjas, and the like, all of which are trying to make their way in a world dominated by a rigid caste hierarchy and sense of honor. The action is realistic and deadly, with little or no hint of actual mysticism or paranormal abilities.

PLs in history-based games tend to be low (or moderate at best). The more audacious advanced combat maneuvers tend to be rare, with only those somewhat based in reality being allowed to martial masters.

Historical, Wuxia

A Historical Wuxia game takes place in the same periods as a straight-up Historical game, except the combat is far more cinematic and fantastical. Combatants may fly short distances, leap over buildings, be kicked through stone walls and get right back up, and so on. Magic and the supernatural are also usually very real, often combining with martial arts to fantastic ends.

There should be no PL restrictions on such games—the higher the PL, the more fantastic the setting and its characters are allowed to become. Super-powers masked as martial arts will mostly fit in just fine, with some limitations (flying without restrictions, for instance). Chi magic, geomancy, and the like can be used to explain away most anything else.

Fantasy

Even if your (high- or low-) Fantasy game's setting doesn't have a culture resembling that of the Orient, martial arts may still have a role to play in your games. Developing new fighting styles for a Fantasy setting can be an interesting way of shaking things up and making characters stand out from the archetypical mold. Consider using it to give your monks a bit more flavor or to add a sense of martial identity to your races and nations.

You could have human kingdoms that have developed exceptional skill on horseback, dwarves who have devised techniques unique to fighting in the dark depths of their mines, or elves who have integrated the aesthetics of their art into their martial prowess, for example. **Metahuman Martial Art's** contents are easily usable in a Fantasy game—this work already includes several examples of such fighting styles. They should be used as a foundation upon which to build your own, unique styles for your world.

PL in a Fantasy game will be determined by how powerful you want the characters to be. A "low-fantasy" game where magic and its ilk are relatively rare would generally be a low- or mid-level PL, such as PL 5 to 7. "High-fantasy" games are those where spellcraft, extraordinary creatures, and enchanted items are comparatively common, and would typically involve PL 8 to PL 10 characters to start with so that even a beginning character's wondrous abilities could be designed sufficiently.

Pulp Heroes

Two-fisted action, heroes skulking in shadows, and larger than life villains are the foundation of pulp games. Everything is over the top, with ancient mysticism and weird science (a paradoxical combination that uses low-end technological means to result in futuristic effects) juxtaposed against powers of the mind and strength of the body. Everything tends to be rather grandiose and overdone, with the ridiculous (e.g., cities of talking, intelligent apes, open-aired cities on Mars), portrayed with a straight face.

Using a moderate to high PL is appropriate for such games, with a leaning towards the low end unless you're willing to allow the genre's more fantastic elements off the chain.

Super-Heroic

Much like psychic abilities, metahuman powers, alien life forms, and magic, martial arts have a place in a Super-Heroic world. Although the average citizen may still go down to the local dojo and take some self-defense classes or even master a mundane fighting style, there are other, more fantastic mysteries surrounding the fighting arts in a Super-Heroic setting. Deep in mountain monasteries, warriors learn to shatter buildings with their fists, heal dire wounds with their willpower, and evade the surest of attacks with ease. They do so by pursuing combat techniques so potent as to rival any alien's or mutant's super-powers.

Considering the default assumptions made in the **Super-Powered by M&M** core rules, a Super-Heroic game is likely to be the most common use of this book. As such, **Metahuman Martial Arts 3e** itself makes several assumptions in this direction. It is designed to accommodate games where—despite their ancient and mysterious origins—martial arts are simply a different take on building super-heroes that can hold their own against mutant, super-soldier, or alien opponents.

Tournament, Realistic

Blood sprays and teeth fly in such games where the characters are involved in Tournaments for money, freedom, and/or their very lives. Unless a reason is presented for returning for further matches, this sort of game arguably works best as a brief run—playing from the start of a tournament or fight season up until the final bout. Characters vie for points (or their lives, if matches are to the death) until only one is left.

Streetfighting leagues are a familiar backdrop for such games, as are illegal pit matches, but the idea of slaves fighting in ancient civilizations to earn their freedom is also suitable. Regardless of why (along with when, what, and how) the characters fight, combat will be punishing and as realistic as the rules allow. Fights often employ many of the grittier optional rules found later in this work.

A low PL will be the norm in such a game, with a moderate PL being the rare exception, because combat is the game's focus points need not be spent on much else. The PL limits also keeps combat grittier and its consequences far more drastic.

Tournament, Mystic and Metahuman

Combining aspects of the super-heroic and realistic Tournament formats, combatants in this game style have long studied ancient and powerful variations of martial arts that combine potent mysticism and metahuman abilities with the fury of the fist. Whether engaged in combat solely against rivals from another school of combat or waging a battle against fighters from another dimension or planet in a secret bid to save the world, the characters will employ fantastic abilities. These fighting abilities are firmly rooted in martial arts themes and will seem wholly unbelievable and impossible to the Average Joe.

Like the realistic Tournament, Mystic/Metahuman Tournament games will likely work best as a single run through tournament with a plot (no matter how thin) providing a reason to get involved in the first place. However, they usually offer little in the way of long-term satisfaction because the characters are left finding ways to amuse themselves between tournaments. If playing a super-heroic martial arts game, a Mystic/Metahuman Tournament may be dropped in as a tangential plot that offers a change of pace.

A moderate to high PL will likely work best with this sort of game, allowing for all manner of preternatural combat maneuvers in a fashion you'd expect from the better known martial arts fight-style video games.

An example of such a game is to be found in **The Paint**, a super-hero adventure also published by **Misfit Studios**.



ARCHETYPES

Battling Champion

The Battling Champion is the select defender and/or enforcer of a particular order, brotherhood, secret society, clan, nationality, corporation, type of people, religion, fighting style, or the like. The character must fight for what their cause represents, and will likely be called upon to defend its members. The Battling Champion is the epitome of what this purpose represents while acting as the primary agent of its direct influence in the world. As such, they tend to get swept up in epic events.

Focused on her devotion almost entirely to the exclusion of all other things, the Battling Champion is a specialist of purpose and determination. This a fact is represented by her relatively narrow range of skills, not to mention her Oathsworn and other complications. This concentrated loyalty will be represented in all aspects of the character, including speech, mannerisms, culture, music, and hobbies.

For the Battling Champion, her devotion is more than just a matter of pride and protectiveness—it is a way of life.

USING WHAT YOU HAVE ...

Chito-ryu grants the Battling Champion the foundation for a powerful, adaptable offense designed for penetrating an opponent's defenses. This allows the character to deal with foes quickly and with finality. Such an approach is useful for a Battling Champion because, in many cases, fighting on behalf of what the character holds dear means taking on multiple opponents. As such, the quicker each foe is put down (possibly for good), the better the situation is for both the character and her cause.

Skill and advantage selections are somewhat limited to those that aid in understanding the Battling Champion's cause and how best to serve it in a martial capacity. This leaves limited uses for the character beyond combat. Keep such restrictions in mind when deciding where the Battling Champion fits into a group of player characters.

... And Getting Better

Unless the character's cause remains clear and focused throughout the game's progress, a Battling Champion would be well served by expanding her repertoire of skills and advantages to encompass other situations beyond merely fighting. More social skills, for instance, would be helpful for interacting with people who don't necessarily see eye-to-eye with the Battling Champion's cause. Similarly, selecting some skills and advantages that may widen the character's perspective of the world at large may also serve to aid her in realizing just where her goals fit in the grander scheme.

When looking to improve her fighting capabilities, a Battling Champion may consider more ranks of the Fast Strikes power. Another idea is purchasing the Combo Finish power (pg 87) so she may better adapt to combat situations. Purchasing the Focused Strike maneuver for additional basic maneuvers is another option, allowing the character to diversify her range of devastating attacks.

Playing the Character

Here are some suggestions on how to incorporate a Battling Champion player character into your game.

Protect the Child

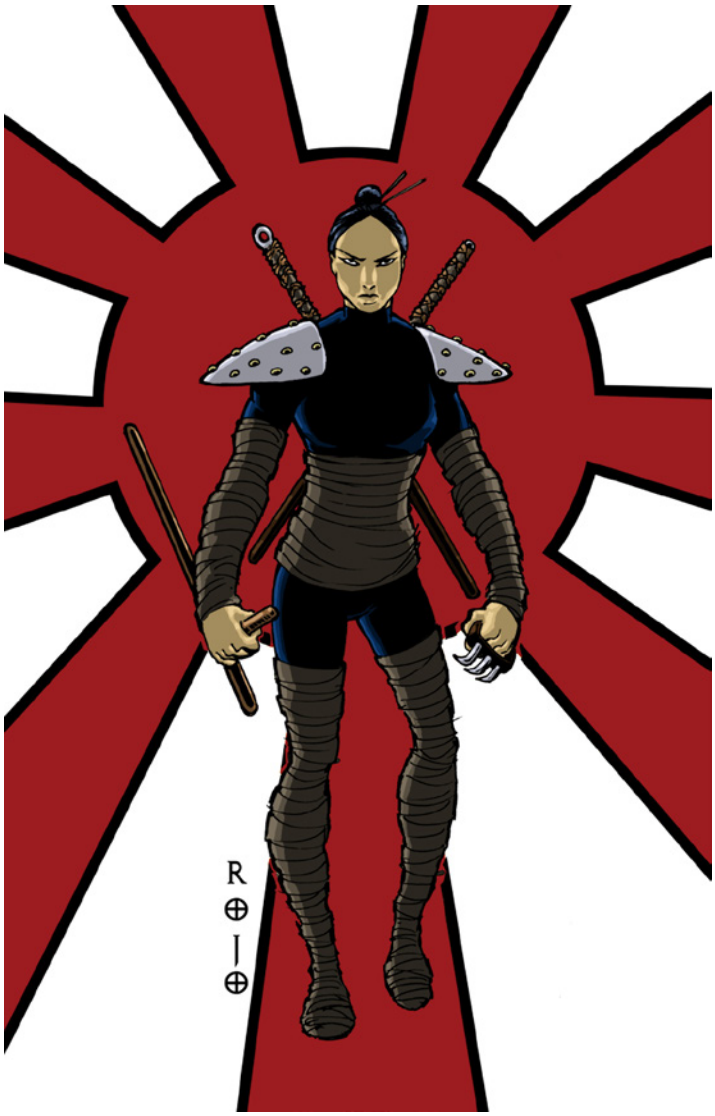
The character has learned that a child shall be born who is destined to be the final step in Japan (or whatever organization/nation/etc. the character serves) returning to its long-lost power and position of potency on the world stage. It is up to the Battling Champion to find and protect this child, possibly even taking on the role of mentor and trainer so her charge will be able to fulfill their destiny when the appointed time comes. If the child is not yet born, finding it shall be more difficult, and will require protecting the mother as well until the Chosen One enters the world.

Super Patriot

Japan (or whatever cause the character serves) is beset upon by all sides as the world finds itself on the verge of a new economic and political shift of an irrevocable magnitude. Clearly, such a situation is unacceptable to the Battling Champion, so she will go out into the world to alter that perception. In some cases, this shall be done by illustrating Japan's superiority in all things by merit of deed and words, but sometimes a more difficult path may need to be taken. Doing so will likely place the character on the wrong side of public perception (or even the law), depending on when she chooses to pick her fights \and who with.

The Last One Standing

Japan has fallen (or otherwise been isolated) and now there are few, if any, survivors in the world aside from the Battling Champion. The character is no longer a protector of her cause, but has become its sole voice—a living memory that must do all she can to ensure the world remembers what has been lost. She may seek to do this by rebuilding her devastated nation or perhaps by avenging it in a way that shall forever ring loud down through history.



"They are under my protection. Press the matter at your own peril."

Battling Champion PL10

Abilities

STRENGTH	2	FIGHTING	4
STAMINA	3	INTELLECT	1
AGILITY	3	AWARENESS	2
DEXTERITY	3	PRESENCE	3

Powers

Fast Strikes: Extra Attacks 1, Declining • *4 points*

(If you are not using this power, spend the 4 points elsewhere, as desired).

Chito-Ryu (Master)

Style Extras

Aggressive

Style Flaws

Demanding (7 hours, –1)

Weapon Elements

Unarmed (default), Nunchaku, Sai, Staff, Sword, Tonfa

Style Stances

Blocking, Guarded, Kicker, Neutral, Offensive, Power, Weapon

Style Advantages

All-Out Attack, Chito-Ryu Initiate, Chito-Ryu Master, Chito-Ryu Stances, Chito-Ryu Student, Close Attack 2, Dauntless 2 (Elbow Strike, Jab), Dirty Attack, Improved Disabling 3 (Jab), Improved Exchange 2 (All-Out Attack), Instant Up, Kata (Chito-Ryu), Knockout (Roundhouse Punch), Martial Balance, Martial Defense, Offensive Defense, Power Attack, Specialization * (Expertise: Biology, anatomy), Weapon Element 5 (Nunchaku, Sai, Staff, Sword, Tonfa)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Crescent Kick (Outward) (4 pts), Elbow Strike (3 pts), Jab (3 pts), Knife Hand (1 pt), Roundhouse Kick (3 pts), Roundhouse Punch (3 pts), Snap Kick (1 pt)

Advanced Maneuvers

Eagle Eye Aim 6 (Expertise: Biology [Anatomy] Check Required) (2 pts), Focused Strike 4 (Elbow Strike) (5 pts), Focused Strike 4 (Roundhouse Kick) (5 pts)

Equipment

Paired Tonfa

Advantages

Dedication (Japan), Devoted Ally, Equipment 2, Extra Extra *, Languages (English), Moment of Weakness * (Defend), Specialization * (Expertise: History, Japan)

Skills

Close Combat: Chito-Ryu 6 (+10), Deception 5 (+8), Expertise: Biology 4 (+5), Expertise: Survival (AWE) 5 (+7), Intimidation 6 (+9), Perception 5 (+7), Stealth 5 (+8)

Offense

Initiative +3 (Roundhouse Punch –1)

Chito-Ryu Basic Unarmed +14	Close Damage 2
Elbow Strike +14	Close Damage 2, Dauntless, Grab Breaker
Jab +16	Close Damage 2, Dauntless, Improved Disabling 3
Knife Hand +12	Close Damage 3, Empowered Critical
Outward Crescent Kick +14	Close Damage 3, 19-20, Parry –2; Affliction 9
Roundhouse Kick +14	Close Damage 2, 19-20, Enhanced Knockback, Dodge –2
Roundhouse Punch +14	Close Damage 6, 19-20, Empowered Critical, Knockout, Parry & Dodge –2, Initiative –4
Snap Kick +16	Close Damage 3, Push Over
Tonfa +14	Close Damage 4, Defensive
Unarmed +6	Close Damage 2

Defense

Dodge	8	Fortitude	7
Parry	10	Toughness	3
		Will	7

Power Points

Style Extras	1	Style Flaws	–1
Basic Man.	18	Adv. Man.	12
Abilities	42	Skills	18
Powers	4	Defenses	20
Advantages	36	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Nationalist: A true believer in Japan's greatness and need to rise again as an international power, the Battling Champion considers everything to do with Japan to be superior to the equivalent elsewhere.

Oathsworn: The Battling Champion has sworn their utmost allegiance to Japan. The character is devoted to doing what is best for her homeland and is sworn to always do what is best for it, no matter the cost.

One of Us: The character belongs to a group of Japan Nationalist Extremists who want to see the nation restored to its former glory and power.

Brawler

A blunt instrument of raw emotion and brutal talent, the Brawler fights using instinct, tenacity, and a refusal to back down more than with anything that would traditionally be called skill or technique. Giving as well as one gets is what sees the Brawler through a fight—"going the distance" by being able to take the most hits and survive the most broken bones and bruises.

There isn't much to the Brawler beyond what one sees on the surface, as anything else is just baggage that gets in the way on the cold streets and in the heat of a fight. Some take this to mean the character is a simpleton, but to do so would be a dangerous mistake to make. Such an error in judgment often leads to the Brawler's opponents underestimating him, a fact he welcomes (and possibly encourages) by acting the part others expect. He isn't stupid, however, and retains a cunning understanding of the urban world and what is needed to survive in it.

Using What You Have ...

Fighting and the streets are about all the character knows, so his skill and advantage selections are limited to such raw, visceral situations. This leaves little room for subtlety or subterfuge. As such, the Brawler is largely an offensive character who focuses on hard-hitting, brutal strikes instead of precision or agility. Rather than worrying about getting out of the way, the character should move to get in close as quickly as possible (preferably doing some damage in the process) and then swing away. The Brawler makes the most of attacks like the haymaker and hammer blow, especially when used with advantages like Pummell and Power Attack, while relying upon his Toughness to keep him safe.

... and Getting Better

Improving the Brawler's street-oriented social skills are in line with his needs. Taking a few ranks of Expertise: Survival (Awareness-based) and then applying the Specialization advantage (see **Better Mousetrap 3e**) for urban environments is a good idea, for example. Increasing his Stamina (and thus Toughness) is another likely option, allowing the character to wade into a fight with even less concern for his own well-being.

If the player feels the Brawler has reached the height his streetfighting skills will allow (including buying appropriate advanced maneuvers), it is possible to take on another fighting style. This will almost certainly be yet another fighting style that focuses on both practicality and brutality, but offers greater diversity.

Playing the Character

Here are some suggestions on how to incorporate a Brawler player character into your game.



A Man Named Sue

The character has something to prove, plain and simple. It is likely the Brawler was not always the walking, talking fight-looking-for-a-place-to-happen that he is now. The shadow of his past weakness is always long enough to cover him wherever he goes and whatever he does. Driven by his need to escape this part of his past, the Brawler will always be looking to prove himself to others (and thus to himself, based on how worthy others believe him to be). This need will inevitably land him all sorts of trouble.

Roadhouse Blues

A bouncer at no mere saloon or bar, the Brawler keeps order in an establishment that caters to combatants, be they martial artists or metahumans. As such, all manner of unusual opportunities and stories leading to adventure will walk through the door and sweep him up for the ride.

Man Without A Name

Traveling from place to place with only the streets to call friend, the Brawler is fleeing something or is too restless to stay in one place. However, that doesn't mean the character doesn't recognize something wrong when he sees it. Although he'll probably be viewed as a vagrant and blight on the community, the Brawler will still act to stop any wrongdoing he comes across before moving on. He must always keep a step ahead of both the repercussions and any thanks his actions warrant.

"You hit pretty hard. I hit harder."

Brawler PL10

Abilities

STRENGTH	4	FIGHTING	5
STAMINA	6	INTELLECT	0
AGILITY	3	AWARENESS	1
DEXTERITY	3	PRESENCE	1

Streetfighting (Student)

Style Extras

Aggressive

Weapon Elements

Unarmed (default), One-Handed Blunt Weapons, Chains

Style Stances

Avoiding, Blocking, Finishing, Grounded, Neutral, Offensive, Wary

Style Advantages

All-Out Attack, Cheap Shot, Chokehold, Deceptive Attack (Headbutt), Defensive Roll 2, Dirty Attack, Daze (Intimidation), Finish Them, Hard Defense, Hard Grab, Improved Grab, Improvised Weapon Element, Offensive Defense, Power Attack, Prone Fighting, Pummel (Hammer Blow), Soft Defense, Startle, Streetfighting Initiate, Streetfighting Stances, Streetfighting Student, Takedown, Take the Hit, Up In Your Face, Weapon Element 2 (One-Handed Blunt Weapons, Chains)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Dual Punch (2 pts), Ear Shot (9 pts), Elbow Strike (5 pts), Eye Gouge (8 pts), Hammer Blow (1 pt), Headbutt (7 pts), Knee Strike (2 pts), Throw (3 pts)

Advanced Maneuvers

Back to the Wall 4 (4 pts)

Advantages

Close Attack 2, Diehard, Empowered Critical 2 (Body Slam, Headbutt), Follow-Up Strike, Grab Breaker (Headbutt), Knockout (Dual Punch), Steadfast

Skills

Close Combat: Streetfighting 5 (+10), Deception 3 (+4), Expertise: Streetwise (AWE) 6 (+7), Insight 4 (+5), Intimidation 4 (+5), Investigation 2 (+2), Persuasion 2 (+3)

Offense

Initiative +3

Body Slam +14	Grab-Based Close Damage 7, Empowered Critical, Parry & Dodge –2
Dual Punch +12	CloseDamage6,18-20,Empowered Critical, Knockout, Parry –5
Ear Shot +10 *	Close Damage 1; Affliction 4; Affliction 4
Elbow Strike +14	Close Damage 4, Grab Breaker
Eye Gouge +10 *	CloseDamage1,19-20,Empowered Critical 2; Affliction 4
Hammer Blow +12	Close Damage 6, Pummel, Parry –2
Hammer Blow Stun + 12	Close Affliction 6, Parry –2, Pummel
Headbutt +12	Close Damage 4, 17-20, Deceptive Attack, Empowered Critical, Grab Breaker, Parry –2; Affliction 6
Knee Strike +12	Close Damage 5, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Throw +12	Grab-Based Close Damage 8, Enhanced Knockback, Parry –2; Affliction 4
Streetfighting Unarmed +14	Close Damage 4
Unarmed +7	Close Damage 4

* Includes the –4 penalty to strike the head

Defense

Dodge	8	Fortitude	10
Parry	5	Toughness	8/6 **
		Will	3

** Without Defensive Roll.

Power Points

Style Extras	1	Style Flaws	0
Basic Man.	39	Adv. Man	4
Abilities	46	Skills	13
Powers	0	Defenses	11
Advantages	36	**Total**	**150**

Complications

Mean Streets: The Brawler has spent a lot of time on the streets, and that means having a reputation as a hard case and tough fighter—which isn't always a good thing. There are also some enemies that have been made along the way that wouldn't mind catching the Brawler alone in a dark alley with no one else around to watch.

Chosen One

A razor's edge tempered to cut through a particular destiny, the Chosen One's fate was written in the stars long before he was born. Whether or not the young Chosen One has accepted what the future holds for him, his destiny will either carry him along or plow him under. Regardless, the best that may be hoped for is to be as prepared as possible.

Generally a creature of extremes due to Destiny's constant proximity, the Chosen One tends to be either very enlightened, having accepted his fate, or especially contrary due to fighting it every step of the way (whether he realizes it or not). Because of Fate's intervention in his life, a Chosen One will find it almost impossible to stick to the middle road. This is true regarding how he leads his life and how his personality and perception of the world develops.



Using What You Have ...

A warrior with a taste for thinking and spirituality, a Chosen One is a well-rounded martial arts character, mixing enlightened spirituality with offensive and defensive hand-to-hand capabilities. The character is highly adaptable and competent with most untrained skill attempts, especially those relating most to his Destiny (that is to say, the physical- and Awareness-oriented skills). Furthermore, although he is somewhat capable of getting out of harm's way, the Chosen One is not exactly a damage sponge. As such, his healing talents will likely come in handy quite often.

... and Getting Better

As a mere student of Shaolin kung-fu, the Chosen One has a long way to go before mastering his art. This is especially true if the culmination of his Destiny includes attaining true enlightenment, possibly in the form of the Benefit (Grandmaster) advantage. He can also expand his repertoire by taking some of the more preternatural advanced maneuvers, and possibly the Ritualist advantage and similar traits that could represent his mystic and spiritual growth. Further development can be decided by the game's progress as Fate's design unravels, revealing what direction the Chosen One's life is taking him in and what traits will be helpful in getting there.

Playing the Character

Here are some suggestions on how to incorporate a Chosen One player character into your game.

Spreading the Word

As the Chosen One, the character wanders the world to spread the Word—the tenet or the like of the Powers that selected him to act on Their behalf. Not everyone appreciates spiritual enlightenment, however, so the character will encounter resistance (sometimes violently). This will often force the Chosen One to defend himself against those who would do him harm (and sometimes even from those he would seek to help).

Fighting and Fleeing Fate

Not everyone who is tapped by Destiny wants any part of what's been foretold for them, and so it is that sometimes the Chosen One flees from prophecy (and thus himself). Wandering the land, the character seeks to keep to himself and live his own life, but Fate unavoidably and constantly finds him, thrusting him and those around him into adventure before he flees yet again. Of course, it's entirely possible that part of his Destiny is to run from it, only to find out later the value of the role he has to play through the trials he faces during his journeys.

He's Got the Whole World on His Shoulders

Instead of awaiting Fate's reach to find him at a designated moment in the future, the character is already fully in its grasp and shall be for a long time to come. Caught up in the events for which he was born, the character learns his mission is to be a long one—a hard, bitter fight over time rather than a single culminating and decisive event. In such an instance, the Chosen One is constantly tested and always improving as the needs of Fate continue to take its toll on him and those he has invited into his life.

"Just as the sun shall rise in the East tomorrow, so too has your defeat been foretold."

Chosen One PL10

Abilities

STRENGTH	3	FIGHTING	4
STAMINA	3	INTELLECT	0
AGILITY	5	AWARENESS	3
DEXTERITY	5	PRESENCE	0

Shaolin Kung Fu (Student)

Style Extras

Spiritual

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Chain, Staff, Sword

Style Stances

Avoiding, Guarded, High, Low, Neutral, Wary, Weapon

Style Advantages

Acrobatic Fighter, Defensive Attack, Defensive Feint, Defensive Roll, Defensive Throw, Grabbing Parry, Healing Touch (Expertise: Martial Arts), Healing Trance, Improved Disarm, Improved Exchange (Defensive Attack), Improved Grab, Improved Hold, Improved Joint Lock, Improved Smash, Improved Trip, Instant Up, Joint Lock, Martial Defense, Shaolin Kung Fu Initiate, Shaolin Kung Fu Stances, Shaolin Kung Fun Student, Specialization 2 * (Athletics, jumping; Expertise: Theology & Philosophy, Ch'an Buddhism/Zen), Steadfast 2, Trance, Weapon Bind, Weapon Element 3 (Chain, Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Dual Punch (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Calm Defense 4 (4 pts), Sense Aggression (2 pts), Whirlwind Block 6 (11 pts)

Advantages

Chosen One

Skills

Acrobatics 8 (+13), Close Combat: Shaolin Kung Fu 8 (+12), Expertise: Martial Arts 4 (+4), Expertise: Theology & Philosophy (AWE/INT) 2 (+5/+2), Insight 4 (+7), Perception 3 (+6), Sleight of Hand 3 (+8)

Offense

Initiative +5

Axe Kick +14	Close Damage 5, 19-20, Push Over 2
Crescent Kick, Inward +14	Close Damage 4, Parry +6, Dodge –2
Crescent Kick, Inward +14	Close Damage 4, +4 to Disarm
Crescent Kick, Inward +14	Close Damage 4, Grab Breaker
Crescent Kick, Outward +14	Close Damage 4, 19-20, Parry –2; Affliction 9
Dual Punch +12	Close Damage 5, 18-20, Empowered Critical, Parry –2
Knife Hand +12	Close Damage 4, Empowered Critical
Lunge +14	Close Damage 4, Enhanced Knockback, Reach, Dodge –5
Snap Kick +16	Close Damage 4, Push Over
Throw +12	Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4
Shaolin Unarmed +14	Close Damage 3
Unarmed +4	Close Damage 3

Defense

Dodge	10	Fortitude	8
Parry	12	Toughness	4/3 **
		Will	4

** Without Defensive Roll.

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	21	Adv. Man	19
Abilities	46	Skills	16
Powers	0	Defenses	19
Advantages	31	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

I AM the Chosen One: It has been written that the Chosen One would come to serve some great purpose. This destiny hangs over the character, driving him to strive for excellence but also robbing him of control over his own life. No matter how much the character may choose to deny their preordained path, or to step off of it, they are always dragged back.

Contemplative Ancient

Possessing great knowledge tempered with more than a lifetime's experience, the Contemplative Ancient would like nothing more than to rest in seclusion and ponder the ways of the universe. However, the world has its ways of dragging even the most laconic of martial masters back into the ways of men. Whether it's a worthy cause or a young, hotheaded student that needs to be taken under wing before they get themselves killed, the Contemplative Ancient rarely finds his peace lasting as long as he would wish.

Despite being capable combatants, age and an enlightened outlook on life means a Contemplative Ancient will be more reserved and patient than may his younger companions. He will often seek solutions in philosophy and riddles, using his words as both a way to pass on wisdom (even unto his enemies) and as a distraction. Typically, a Contemplative Ancient is unflappable due to his many years of introspection and contemplation on ... well, on just about everything!



Using What You Have ...

A Contemplative Ancient is fragile by comparison to most other characters, so he is usually best served by using his nimbleness and various defensive capabilities and advantages to stay out of an attacker's way. Mobility is key. This will often be achieved in such a way as to appear quite natural and devoid of concern, likely frustrating his foes in the process. Several of the character's skills (such as Insight and Perception) will be handy for this, as will advantages such as Monkey Climber, Flowing Form, and Cunning Fighter.

... And Getting Better

As a grandmaster, there will be little room for development within the Contemplative Ancient's own fighting style, save for expanding on it with his own ideas. The player can work with the Gamemaster to explore new directions for the character, such as designing his own advanced maneuvers or possibly creating his own fighting style from scratch. Beyond what is possible within his existing fighting style, a Contemplative Ancient can develop mystic traits attributed to his enlightenment. Doing so may require he remain on his current spiritual path in order to retain their use (through the creative application of flaws and complications).

Playing the Character

Here are some suggestions on how to incorporate a Contemplative Ancient player character into your game.

The Final Quest

After decades (at least) of secluded thought following a youth of glorious adventure, the Contemplative Ancient has been charged with (or taken it upon himself) to complete one final quest for which he is uniquely suited due to his knowledge and experience.. This quest can be as protracted as needed, having wider parameters the longer the character is to remain in the game. Alternatively, it could be that the quest's completion leaves the character feeling the time has come for him to once more rejoin the world.

Passing the Torch

Sensing his time upon the mortal plane is finally drawing to its end, the Contemplative Ancient has left his seclusion and entered the wide world in search of a student upon whom to impart his wisdom (and possibly his charge, if the character has been designated the guardian or protector of something or someone). Aside from getting caught up in all sorts of adventures looking for such a protégé, all manner of shenanigans will occur once the student is found and the teaching begins. This is especially true since the training will involve hands-on preparation of the sort that entails thwarting bad guys who work contrary to the character's role as guardian.

The Penitent Fallen

Once corrupt, a servant of evil, or otherwise fulfilling a role of unenlightened detriment to his fellow man, the Contemplative Ancient is now looking to do right by the world he once did so very wrong. As such, he seeks out adventure and troubles to correct with the hope that one day his karma shall return to a state of balance.

"It is the compliant flower that lives to share its beauty, while the rigid tree suffers its head to be lost before the axe."

Contemplative Ancient PL10

Abilities

STRENGTH	0	FIGHTING	0
STAMINA	1	INTELLECT	3
AGILITY	4	AWARENESS	5
DEXTERITY	4	PRESENCE	2

Xiang Yun Quan (Grandmaster)

Style Extras

Defensive, Esoteric 2, Mobile 3

Style Flaws

Clumsy Attacks (Grab), Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Chain, Staff, Three-Section Staff

Style Stances

Avoiding, Fluid, High, Kicker, Neutral, Reactive, Weapon

Style Advantages

Agile Feint, Acrobatic Fighter, Active Disarm, Aggressive Escape (Push/Shove), Cunning Fighter, Defensive Attack, Escapist, Favored Conditions (Jumping), Flowing Form, Instant Up, Kata (Xiang Yun Quan), Monkey Climber, Move-By Action, Parkour, Quick Strike, Specialization * (Acrobatics: jumping), Sweeping Strike, Uncanny Dodge, Xiang Yun Quan Initiate, Xiang Yun Quan Master, Xiang Yun Quan Stances, Xiang Yun Quan Student, Weapon Element 3 (Chain, Staff, Three-Section Staff)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Butterfly Kick (1 pt), Escape (Acrobatics) (2 pts), Flying Attack (Jump Kick) (2 pts), Jump Kick (2 pts), Knife Hand (1 pt), Push/Shove (3 pts), Scissor Kick (1 pt), Sweep (2 pts), Tornado Kick (2 pts)

Advanced Maneuvers

Airborne Strike 3 (7 pts), Catfall (2 pts), Lightning Strike (3 pts), Nimble Dodge 6 (5 pts), Skydragon Attack 6 (3 pts), Soft Landing 6 (3 pts), Walk the Sky 4 (3 pts)

Advantages

Benefit (Xiang Yun Quan Grandmaster), Trance

Skills

Acrobatics 8 (+12), Athletics 2 (+2), Close Combat: XiangYun Quan 11 (+11), Expertise: Martial Arts 3 (+6), Expertise: Theology & Philosophy (AWE/INT) 5 (+10/+8), Insight 4 (+9), Perception 4 (+9), Sleight of Hand 5 (+9), Stealth 2 (+6)

Offense

Initiative +4 (+2 Grabs)

Airborne Strike +11	Ranged Damage 3, Alternate Attack (Close), Subtle
Butterfly Kick +11	Close Damage 3, Multiattack, Parry & Dodge –2, Push Over 2
Flying Jump Kick +11	Close Damage 10 **, 18-20, Empowered Critical 2, Enhanced Knockback 4, Activation (Move), Parry –2, Dodge –5, Push Over 6
Jump Kick +11	Close Damage 4, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4
Knife Hand +11	Close Damage 1, Empowered Critical
Push/Shove +13	Close Damage 3, Aggressive Escape, Enhanced Knockback 2, Knockback Only, Non-Critical
Scissor Kick +11	Close Damage 4, Split, Parry –2, Push Over 2
Sweep +13	Close Affliction 6, Parry –5
Tornado Kick +9	Close Damage 6, 19-20, Empowered Critical 2, Knockout 3, Reach, Activation (Move), Parry & Dodge –5, Push Over 4
XiangYun Quan Grab +11	Close Damage 0
XiangYun Quan Unarmed +13	Close Damage 0
Unarmed +0	Close Damage 0

** Conditionally; see description

Defense

Dodge	9	Fortitude	4
Parry	8	Toughness	1
		Will	8

Power Points

Style Extras	6	Style Flaws	–4
Basic Man.	16	Adv. Man	26
Abilities	38	Skills	22
Powers	0	Defenses	19
Advantages	27	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Ancient: The Contemplative Ancient is ... well ... ancient. As such, he is out of touch with the current generation's culture. Additionally, he suffers from many of the physical ramifications of his advanced years.

Pacifist: Although willing to employ violence when absolutely called for, the Contemplative Ancient has seen more than enough of it during his life and is now wise enough to seek other alternatives first. To him, striking someone else is the last resort.

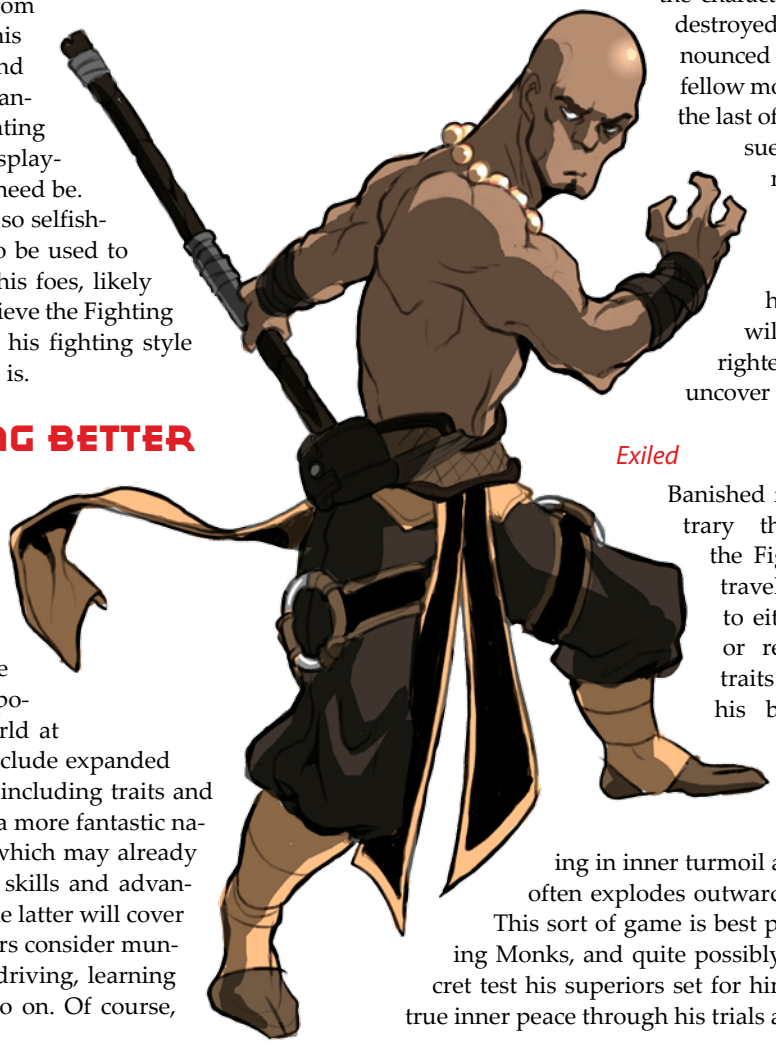
Fighting Monk

Although possessing a philosopher's mind and a poet's soul, the Fighting Monk's temple accepts it's member's path is not the world's way. As such, the character has been trained in the martial arts to better see his duties fulfilled. What those duties may entail depend on the purpose to which the Fighting Monk's order has devoted itself, but his wisdom will mix flying fists of fury with philosophic banter in pursuit of those goals.

Despite being a warrior trained, the Fighting Monk will seek to maintain a calm heart and mind. He will resort to violence only when needed (although his temperament can indeed leave this boundary open to interpretation), as part of his Zen beliefs. He shall attempt to bring similar enlightenment to others through his actions (or inaction, as the situation warrants), possibly even at his own expense but not that of the innocent or weak.

USING WHAT YOU HAVE ...

Wise in both the ways of the mind and body, the Fighting Monk is capable in combat and socializing with others despite how much he stands out in the world beyond his temple's walls. Aside from actual combat, many of his skills and advantages lend themselves to showmanship, allowing the Fighting Monk to earn a living displaying his martial talents if need be. However, he will not do so selfishly. Such talents may also be used to impress and intimidate his foes, likely leading opponents to believe the Fighting Monk is more skilled at his fighting style than the mere student he is.



... AND GETTING BETTER

Aside from pursuing master status with his kung-fu, a Fighting Monk must decide if he shall restrict his development to the ideology of his temple or if he'll begin to incorporate the ways of the world at large. The former will include expanded enlightenment, possibly including traits and advanced maneuvers of a more fantastic nature (the foundation of which may already be seen in his Expertise skills and advantages such as Trance). The latter will cover the breadth of what others consider mundane activities, such as driving, learning about technology, and so on. Of course, one can seek a balance between the two, but the player may find part of what makes the Fighting Monk character so fun to play may be lost by such a split focus.

PLAYING THE CHARACTER

Here are some suggestions on how to incorporate a Fighting Monk player character into your game.

Out and About

Out in the wide world for the first time, the Fighting Monk is guided by his temple's teachings and sense of morality. This is a rather black and white existence driven by the sort of ethical polarity only seclusion from the larger world can breed. Seeking to apply these binary sensibilities to a society he is unfamiliar with, the Fighting Monk is likely to get himself in all manner of trouble. The results will push him to pursue activities and adventures that confirm his understanding, providing an excellent launch point for joining up with other heroes.

The Lost Temple

Representing a lost aspect of the Shaolin Temple, the Fighting Monk has been sent forth as an envoy to reconnect with the rest of the world. However, after his sojourn begins, the character learns his temple was destroyed soon after he first announced its existence. With all his fellow monks slain, the character is the last of his kind and is now pursued by whichever foe exterminated his peers. Unable to defeat such an enemy on his own, the Fighting Monk must seek out heroic companions who will recognize his cause's righteousness and help him uncover and defeat his foes.

Exiled

Banished from his temple for contrary thinking and behavior, the Fighting Monk must now travel the world in a search to either correct his behavior or reconcile himself to the traits that set him apart from his brother monks. Almost certainly this will stem from an inability to walk the Ch'an path of the Buddha, resulting in inner turmoil and frustration that quite often explodes outwardly at those around him. This sort of game is best played with young Fighting Monks, and quite possibly the banishment is a secret test his superiors set for him, expecting him to find true inner peace through his trials abroad.

Fighting Monk PL10

Abilities

STRENGTH	3	FIGHTING	1
STAMINA	3	INTELLECT	1
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	2

Shaolin Kung Fu (Student)

Style Extras

Defensive, Spiritual

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Staff, Sword

Style Stances

Avoiding, Guarded, High, Low, Neutral, Wary, Weapon

Style Advantages

Acrobatic Fighter, Defensive Attack, Defensive Feint, Defensive Roll, Flowing Form, Grabbing Parry, Healing Touch (Expertise: Martial Arts), Healing Trance, Improved Disarm, Improved Exchange (Defensive Attack), Improved Grab, Improved Joint Lock, Improved Trip, Instant Up, Joint Lock, Martial Defense, Shaolin Kung Fu Initiate, Shaolin Kung Fu Stances, Shaolin Kung Fu Student, Skill Mastery 2 (Acrobatics, Sleight of Hand), Specialization 3 * (Athletics, jumping; Expertise: Martial Arts: kung fu; Expertise: Theology & Philosophy, Ch'an Buddhism/Zen), Teamwork, Trance, Weapon Bind, Weapon Element 2 (Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Dual Punch (2 pts), Flying Attack (Axe Kick) (2 pts), Jump Kick (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Calm Defense 4 (4 pts), Sense Aggression (2 pts), Whirlwind Block 6 (11 pts)

Equipment

The Fighting Monk is armed with a long staff.

Advantages

Equipment 1, Improved Critical 2 (Staff), Languages 2 (English, Mandarin; Cantonese is native language), Parkour

Skills

Acrobatics 10 (+14), Close Combat: Shaolin Kung Fu 6 (+7), Expertise: Martial Arts 6 (+7), Expertise: Martial Showman 4 (+8), Expertise: Theology & Philosophy (AWE/INT) 6 (+8/+7), Insight 4 (+6), Perception 4 (+6), Persuasion 4 (+6), Sleight of Hand 2 (+6)

Offense

Initiative +4

Axe Kick +9	Close Damage 5, 19-20, Push Over 2
Dual Punch +7	Close Damage 5, 18-20, Empowered Critical, Parry –5
Flying Axe Kick +9	Close Damage 11**, 18-20, Empowered Critical 2, Parry & Dodge –2, Push Over 4
Jump Kick +7	Close Damage 7, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4
Knife Hand +7	Close Damage 4, Empowered Critical
Long Staff +7 (+1)	Close Damage 5, 18-20, Double, Reach
Lunge +9	Close Damage 4, Enhanced Knockback, Reach, Dodge –5
Snap Kick +11	Close Damage 4, Push Over
Shaolin Kung Fu Unarmed +9	Close Damage 3
Throw +7	Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +1	Close Damage 3

** Conditionally; see description

Defense

Dodge	9	Fortitude	7
Parry	7	Toughness	4/3 ±
		Will	8

± Without Defensive Roll.

Power Points

Style Extras	2	Style Flaws	–3
Basic Man.	13	Adv. Man	19
Abilities	40	Skills	23
Powers	0	Defenses	21
Advantages	35	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

The Way of Peace: Although trained in combat, a Fighting Monk's first means of dealing with conflict is to try and settle things peacefully. To not do so is to focus on oneself and one's own well-being rather than upon others and the possibility of avoiding doing harm. This can put the Fighting Monk at a disadvantage when striking first offers an advantage.

"Would you not rather resolve this peacefully?"

Geomancer

Touched by the blood flowing through the Earth itself, the Geomancer is able to read the land's signs, divining great wisdom from them. The character also siphon's the world's energies to work great magic. Although primarily reliant on their mystic arts, a Geomancer looks upon himself as an extension of the planet and thus also seeks to ground himself, mentally and spiritually, by the pursuit of martial prowess.

Whether as ever-changing and raw as the shifting tectonic plates or as stolid and immutable as the mountains, a Geomancer tends to be a man of extreme behaviors. Regardless of his passion (or lack thereof), the character's temperament will be guided by the earthly balance required of a geomancy and feng shuido practitioner. This grounds him (if you'll excuse the pun) in practicality and surrounding world. The character is also very aware of his ties to the planet and shall take care not to abuse that relationship. This is not only as a matter of respect but also in recognition of the symbioses his magic shares with a healthy world.



Using What You Have ...

Although the combination of impressive martial prowess and arcane ability is useful, the Geomancer is at the same time hampered by this focus because it reduces his thematically appropriate skill and advantage options. However, Ritualist opens up doors of possibility if the player is creative enough to use this advantage to fill in these gaps in the character's existing capabilities.

... and Getting Better

Expanding the character's understanding of geomancy and feng shuido is the most obvious course of improvement. And yet, the player may also wish to fill in some gaps in the Geomancer's range of knowledge by taking some new skills and advantages branching into entirely new avenues of understanding. An interesting option to explore is to develop more ways to combine geomancy with the character's fighting style, perhaps devising new spells with martial arts-related requirements and descriptors that go beyond even advanced combat maneuvers.

Playing the Character

Here are some suggestions on how to incorporate a Geomancer player character into your game.

The Dragon's Back is Broken

The Earth is slowly dying because of mankind's pollution of its soil, water, and air. Beyond merely polluting the environment, this corruption has begun to have negative influences on the dragon currents, destroying some entirely, weakening or disrupting others, or horrifically altering still others into dark energy. The Geomancer is left with little recourse but to go and do his best to preserve the planet. He must do so not only for its own sake, but also for fear of losing access to the energies from which he draws his power. The degree to which this pursuit shall extend is up to the player, but if the character becomes too zealous in his attempt to stymie (if not reverse) further corruption of the dragon currents he may become branded a villain.

Seeking Lost Lore

Having found evidence of a lost archive containing untold treasures related to geomancy and/or feng shuido, the Geomancer takes up the quest to find and study the repository. During his search, the character will learn that someone else has already found this great wealth and is using its teaching to evil ends. Such actions are destabilizing dragon currents and society alike in a grab for earthly and arcane power. Now, not only must the Geomancer find the ancient lore to preserve and learn from it, but also to save humanity before it is shackled by darkness.

A New World

By means of geomancy gone awry, the character has found himself transported to a new world, one where the technology and understanding of magic and its like are incredibly different from that of his own. What this world may be like is totally up to the campaign the Gamemaster is running, allowing for just about any possibility. Will the Geomancer adapt to this new realm or will his adventures all lead towards finding a way home?

Geomancer PL10

Abilities

STRENGTH	0	FIGHTING	6
STAMINA	1	INTELLECT	3
AGILITY	2	AWARENESS	3
DEXTERITY	2	PRESENCE	1

Powers

Geomancy: Array (12 points), Expertise: Geomancy Check Required 5 (–5 points)

Earth Blast: Ranged Damage 6, Dynamic • *13 points*
• Choose **Five** Dynamic Alternate Effects • *10 points*

Geomantic Senses: Senses 3 (Geomantic Energy Awareness; Detect Geomancy, Ranged) • *3 points*

Feng Shuido (Student)

Style Extras

Geomantic, Mystic

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Staff

Style Stances

Disruptive, Grounded, Fluid, High, Low, Neutral, Weapon

Style Advantages

Countering Expert (Geomancy), Defensive Roll 4, Favored Environment (Locations of Geomantic Strength), Feng Shuido Initiate, Feng Shuido Stances, Feng Shuido Student, Grab Breaker 2 (Dual Punch, Push/Shove), Improved Defense, Improved Disarm, Improved Trip, Instant Up, Knockout (Knife Hand), Prone Fighting, Soft Defense, Specialization 3 * (Expertise: Magic, geomancy; Expertise: Theology & Philosophy, feng shui, Taoism), Steadfast 2, Weapon Element (Staff)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Escape (2 pts), Exploding Strike (1 pt), Knife Hand (1 pt), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers

Geomantic Strike 5 (13 pts), Iron Shirt 2(1 pt), Pillar of the Earth 6 (2 pts), Quaking Strike 6 (3 pts), Soft Landing 6 (3 pts)

Advantages

Languages 2 (Cantonese, English; Mandarin is native language), Ritualist, Trance

Skills

Close Combat: Feng Shuido 4 (+10), Expertise: Geomancy 8 (+11), Expertise: Magic 6 (+9), Expertise: Theology & Philosophy (AWE/INT) 6 (+9), Perception 4 (+7)

Offense

Initiative +2

Dual Punch +10	Close Damage 2, 18-20, Empowered Critical, Grab Breaker, Parry –5
Earth Blast +2	Ranged Damage 6
Exploding Strike +10	Close Damage 1, Enhanced Knockback 2, Parry –2
Feng Shuido Unarmed +12	Close Damage 0
Geomantic Strike +12	Ranged Damage 5, Indirect 3
Knife Hand +10	Close Damage 1, Empowered Critical, Knockout
Push/Shove +12	Close Damage 3, Enhanced Knockback 2, Knockback Only, Grab Breaker, Non-Critical
Quaking Strike	Burst Area Affliction 6
Sweep +14	Affliction 6, Parry –5
Unarmed +6	Close Damage 0

Defense

Dodge	7	Fortitude	6
Parry	8	Toughness	5/1 **
		Will	10

** Without Defensive Roll.

Power Points

Style Extras	2	Style Flaws	–3
Basic Man.	11	Adv. Man	22
Abilities	36	Skills	14
Powers	21	Defenses	19
Advantages	28	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Geomantic Energy Dependence: When not in contact with the ground or another source of geomantic energy, the Expertise: Geomancy check to use the character's Geomancy increases its DC. The more difficult it is for the Geomancer to access this energy, the greater the DC modifier. If cut off entirely from such energy, the Geomancer is unable to access his Geomancy magic.

One with the Earth: Through their Geomantic Senses, a Geomancer is sensitive to the Earth's "pain." They can sense when it is being harmed, such as by pollution, or its energies disrupted. This can cause the Geomancer discomfort or even pain, depending upon the extent of what is being done to the Earth, and can be very distracting.

"The Earth has a way of setting things right on its own, but in your case there's no harm in me helping things along."

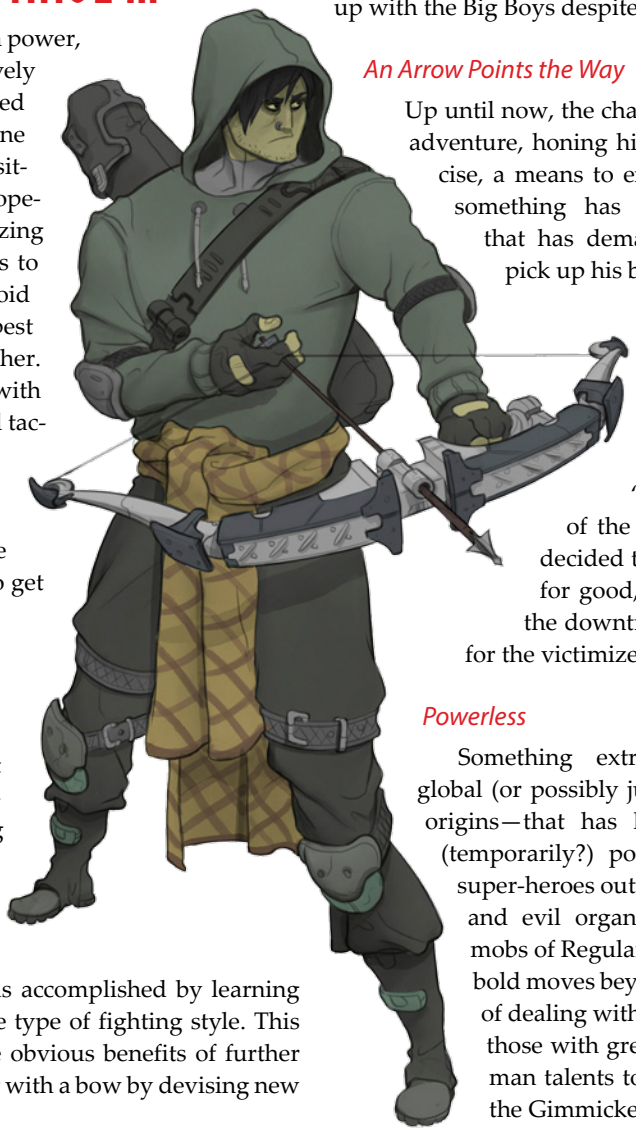
Gimmicked Archer

Possessing extraordinary reflexes and nigh-metahuman hand-eye coordination, the Gimmicked Archer uses his talents and "trick" arrows (designed and crafted by his own hands) as tools to see his goals achieved. Fearsome and deadly with a drawn bow, the Gimmicked Archer's arrows allow him to replicate any number of powers, an ability effectively limited only by his imagination and the size of his quiver.

In a world where the extraordinary is the norm, the Gimmicked Archer finds himself outclassed by peers gifted with preternatural abilities and skill. In response, he must think quickly on his feet and make do with what is around him. It is imperative that the character come to know his opponents so he can best use their weaknesses (and even their strengths) against them. To this end, a Gimmicked Archer plans carefully and acts with caution and precision, a necessity that has made him into a cool-headed, patient warrior.

Using What You Have ...

Instead of going purely with power, the Gimmicked Archer is relatively diverse. He is a capable ranged combatant, as well as someone with the skill needed to assess situations and people, and thus hopefully act accordingly. Fully utilizing the character's senses and skills to best prepare for combat and avoid any surprises is usually the best strategy for the Gimmicked Archer. Rather than defeating enemies with careless assaults and ham-fisted tactics, his bow and fighting style allow him to strike with accuracy and care from afar. He does so while getting out of the way of anyone who manages to get close enough to pose a danger.



... And Getting Better

Most players will find it helpful to increase the character's capacity for handling opponents in hand-to-hand, making the Gimmicked Archer less reliable on his companions to protect him in close-quarters. Ideally, this is accomplished by learning an additional, more face-to-face type of fighting style. This is, of course, in addition to the obvious benefits of further expanding the character's talent with a bow by devising new gimmick arrows. Also, consider improving his precision by enhancing his advanced combat maneuvers and purchasing new advantages.

Playing the Character

Here are some suggestions on how to incorporate a Gimmicked Archer player character into your game.

Something to Prove

In a world where fireballs are tossed around by wizards or metahumans, the Gimmicked Archer is something of an anachronism. He is a man who believes skill at arms rather than raw power can still make a difference. As such, he has joined the Good Fight, despite most everyone (including his own allies) believing him to be outclassed and outgunned (perhaps literally if playing in a modern world). Maybe he has taken on such a seemingly one-sided position to prove something to himself or to others. Perhaps he simply thinks he has what it takes to make a difference, even if he has to draw a bowstring in order to do so. Either way, he'll mix it up with the Big Boys despite the risk to himself.

An Arrow Points the Way

Up until now, the character has lived a life devoid of adventure, honing his skill as either a martial exercise, a means to entertain others or the like. But something has recently changed—something that has demanded the Gimmicked Archer pick up his bow and craft an arsenal of trick arrows. This could be the loss of a loved one, getting caught in the crossfire between the good and bad guys, or simply looking upon the world's cruelties and thinking "enough is enough." Regardless of the reason why, the character has decided to use his talents as a champion for good, acting as a beacon of hope to the downtrodden and setting an example for the victimized.

Powerless

Something extraordinary has happened—a global (or possibly just local) event of unexplained origins—that has left the world's metahumans (temporarily?) powerless. With all the regular super-heroes out of commission, the street thugs and evil organizations that rely more upon mobs of Regular Joe cannon fodder are making bold moves beyond what the police are capable of dealing with. In this time of crisis, it is up to those with great skill and other non-metahuman talents to step up and fill the void, and the Gimmicked Archer is one such person.

Gimmicked Archer PL10

Abilities

STRENGTH	2	FIGHTING	3
STAMINA	2	INTELLECT	1
AGILITY	5	AWARENESS	1
DEXTERITY	5	PRESENCE	2

Powers

Hawkeye: Senses 1 (Normal Vision, Extended), Innate • *2 points*

Marksman *: Ranged Damage 5, Limited to Ranged Weapons; Enhanced Ranged Attack 6, Limited to Ranged Weapons; Feature 1 (Extra Effort); Feature 1 (Trick Shot) • *10 points*

Trick Arrows: Variable 2 (Arrows), Free Action, Limited to Trick Arrows Previously Designed as Devices, Removable • *15 points*

Kyujutsu (Master)

Style Extras

Attack Focus (Bow)

Style Flaws

Weapon Dependent

Weapon Elements

Bow

Style Stances

Firing, High, Low, Neutral, Weapon

Style Advantages

Accurate Attack, Attack Mastery (Bow), Attack Specialist (Bow), Defensive Attack, Empowered Critical (Basic Bow Attacks), First Strike, Improved Aim, Improved Critical 2 (Bow), Improved Readiness (Basic Bow Attacks), Kyujutsu Initiate, Kyujutsu Master, Kyujutsu Stances, Kyujutsu Student, Move-By Action, Precise Attack (Ranged, Cover), Ranged Attack 2, Superior Disabling 2 (Basic Bow Attacks)

Basic Maneuvers

Basic Bow Attacks

Advanced Maneuvers

Bank Shot 2 (Kyujutsu Ranged Attacks) (3 pts), Eagle Eye Aim 6 (3 pts), Empty Mind 3 (12 pts), Extreme Distance Shot 1 (Bow) (2 pts)

Equipment

Strength-Based Bow, normal and trick arrows (see pg 268)

Advantages

Assessment, Equipment 2, Inventor

Skills

Acrobatics 2 (+7), Athletics 3 (+5), Deception 3 (+5), Intimidation 4 (+6), Expertise: Bowyer (DEX) 2 (+7), Expertise: Fletcher (DEX) 1 (+6), Expertise: Streetwise (AWE) 3 (+4), Insight 3 (+4), Perception 6 (+7), Ranged Combat: Kyujutsu 2 (+7), Sleight of Hand 4 (+9), Stealth 6 (+11), Technology 3 (+4)

Offense

Initiative +5 (+9 Kyujutsu Bow)

Kyujutsu Bow +17	Ranged Damage 7, 18-20, Additional Extra Effort, Empowered Critical, Superior Disabling 2, Trick Shot
Unarmed +3	Close Damage 2

Defense

Dodge	10	Fortitude	6
Parry	8/7 **	Toughness	2
		Will	5

** With Kyujutsu Bow

Power Points

Style Extras	1	Style Flaws	–2
Basic Man.	0	Adv. Man	20
Abilities	42	Skills	21
Powers	27	Defenses	17
Advantages	24	Total	**150**

* See **Better Mousetrap 3e**

Complications

Driven Protector: The Gimmicked Archer is driven to protect innocent people against metahumans and other threats despite having no powers of his own. This can lead to the hero easily getting in over his head quickly.

"I'm no cupid and this is no love arrow, so how about you play it smart and surrender."

Heroic Luchador

Nothing more than a wrestler—a great one, to be sure, but a wrestler none the less—the Heroic Luchador fought to entertain the masses, for money and fame. And yet, none of this ever truly seemed to satisfy him. It has always felt like there is a greater calling waiting for him—a destiny ready to sweep him up in its embrace and wash him away into history. Until that day comes, he'll continue flying off the top rope to keep the masses roaring his name.

A showman by nature and necessity, a Heroic Luchador lives and acts bigger than life, taking on a boisterous, loud persona that belies any of his human frailties and weaknesses. This can, unfortunately, lead to unnecessary combat, as the character is not the sort to back down easily, nor does he see the need to keep things low key. Sure, some people may say he is overcome by his own sense of self-worth, boastful pride, and inflated bravado, but that's only natural from someone as incredibly impressive as the Heroic Luchador, right?

Using What You Have ...

A character of great physical fitness, the Heroic Luchador can both dish out and take punishment, or deftly get out of the way if he so chooses. His penchant for drama and always making a display of himself can be distracting and misleading to opponents, creating openings for his allies. His options outside of a fight are severely limited to all but the most creative players due to a limited range of skills and advantages that aren't combat oriented. The character should make the most of his showy attacks, attempting to intimidate foes and keep them off guard by remaining unpredictable.



... and Getting Better

A student of lucha libre, the Heroic Luchador may wish to expand his repertoire by pursuing another high-flying fighting style that also emphasizes mobility, agility, and acrobatics, building on the character's existing abilities. Or perhaps he should opt for a fighting style that fills in the gaps in his current training, such as one that focuses on precision or ranged combat. It is also probably a good idea to purchase some advantages and skills that will round the character out somewhat, although working with what's already there remains a good idea. Consider adding Taunt and other advantages that likewise build upon his over-the-top personality.

Playing the Character

Here are some suggestions on how to incorporate a Heroic Luchador player character into your game.

The Supers League

In a world of metahumans, it is only natural that sports centered around their preternatural abilities would arise. One such sport is a metahuman wrestling league, and despite a lack of any super-powers of his own, the Heroic Luchador has decided this venue is his next step towards worldwide fame and recognition. As such, the character pits himself against beings with extraordinary abilities, almost certainly getting himself swept up in all manner of other adventures that swirl about metahumans.

The People's Hero

The people of the Heroic Luchador's home city (and thus his greatest fans) have been beset upon by some manner of evil. As a symbol of victory and greatness, it falls to the character to rise up and lead the people against this darkness. Considering the citizenry is outgunned, it won't be an easy fight (especially if they have to start an underground resistance, a course that won't sit well with the flashy, flamboyant wrestler). And yet, if the Heroic Luchador ever hopes to show off his skills in the ring again, he'll first have to free his fans from malicious tyranny.

Tag Team Revenge

Once partnered on the wrestling circuit with another luchador, his best friend, the character lost his companion in a fight between the forces of good and evil (whatever they may be in the game's setting) that had rampaged through a match. Since his friend's ill-fated death, the Heroic Luchador has taken on the responsibility of avenging the former against those he sees as responsible, leading him into a life of adventure.

"Signor, even you cannot withstand the fury of my Thunder Boom arm bar! Fantastico!"

Heroic Luchador PL10

Abilities

STRENGTH	4	FIGHTING	8
STAMINA	4	INTELLECT	0
AGILITY	3	AWARENESS	1
DEXTERITY	3	PRESENCE	3

Powers

Tough: Protection 5, Innate • *6 points*

Lucha Libre (Student)

Style Extras

Mobile 2

Style Flaws

Demanding (7 hours, –1), Impractical 2

Weapon Elements

Unarmed

Style Stances

Grappler, Misleading, Neutral, Showman, Throwing, select one additional stance

Style Advantages

Acrobatic Fighter, Agile Feint, Aggressive Escape 2 (Elbow Strike, Knee Strike), Cheap Shot, Chokehold, Dirty Attack, Deceptive Attack (Haymaker), Favored Conditions (Jumping), Grab Breaker 2 (Basic Punch, Push/Shove), Grappling Knee, Hard Grab, Improved Grab, Improved Tricking, Lucha Libre Initiate, Lucha Libre Stances, Lucha Libre Student, Quick Throw, Reversal, Specialization * (Athletics, jumping), Stylistic Teamwork, Take the Hit, Unbalancing Strike

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Elbow Strike (5 pts), Escape (2 pts), Flying Body Slam (2 pts), Haymaker (1 pt), Knee Strike (2 pts), Push/Shove (3 pts), Scissor Grapple (2 pts), Scissor Kick (1 pt), Throw (3 pts), Thunder Boom Arm Bar (6 ranks; 5 pts)

Advanced Maneuvers

Catfall (2 pts), Iron Shirt 2 (1 pt), Showboating 4 (2 pts), Soft Landing 8 (4 pts)

Advantages

Improved Critical 2 (Thunder Boom Arm Bar)

Skills

Acrobatics 7 (+10), Athletics 5 (+9), Close Combat: Lucha Libre 1 (+9), Deception 4 (+7), Expertise: Acting (PRE) 6 (+9), Expertise: Luchador (PRE) 6 (+9), Expertise: Streetwise (AWE) 5 (+6)

Offense

Initiative +3

Body Slam +11	Grab-Based Affliction 6, Activation (Move); Close Damage 7, Parry & Dodge –2
Clothesline +7 **	Close Damage 4, 16-20, Added Critical, Empowered Critical 2, Parry –2
Elbow Strike +11	Close Damage 4, Aggressive Escape, Grab Breaker
Flying Body Slam +11 ±	Grab-Based Affliction 6, Activation (Move); Close Damage 13, 19-20, Empowered Critical 2, Parry & Dodge –5, Push Over 2
Flying Clothesline +7	Close Damage 10, 16-20, Added Critical, Empowered Critical 2, Enhanced Knockback 3, Dodge –2, Parry –5, Push Over 2
Haymaker +7	Close Damage 10, 18-20, Deceptive Attack, Empowered Critical 2, Activation (Move), Parry –2, Push Over 2
Knee Strike +9	Close Damage 5, 19-20, Aggressive Escape, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Lucha Libre Unarmed +11	Close Damage 4, Grab Breaker
Push/Shove +11	Close Damage 7, Enhanced Knockback 2, Grab Breaker Knockback Only, Non-Critical
Scissor Kick +9	Close Damage 8, Split, Parry –2, Push Over 2
Throw +9	Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4
Thunder Boom Arm Bar +9	Close Damage 9, 18-20, Enhanced Knockback 2 *, Knockout, Activation (Move), Parry & Dodge –2
Unarmed +8	Close Damage 4, Grab Breaker (Punch Only)

** Includes the –4 penalty to strike the head/throat

± Surpasses PL limits until the character reaches PL12; decide how to voluntarily tone back attack and/or Damage modifiers to fit PL10 restrictions

Defense

Dodge	9	Fortitude	8
Parry	8	Toughness	9
		Will	4

Power Points

Style Extras	2	Style Flaws	–3
Basic Man.	28	Adv. Man	9
Abilities	52	Skills	17
Powers	6	Defenses	13
Advantages	26	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Famous: A Heroic Luchador is extremely well-known and easily recognized (in costume, anyway) in some cultures. They will often be be swarmed by fans when spotted in public.

Flamboyant: It's not worth doing if you don't do it with style and exuberance!

Thunder Boom Arm Bar

Strength-Based Damage, Enhanced Knockback 2 *, Knockout, Activation (Move), Exposed (Dodge) *, Exposed (Parry) *, Inaccurate,
• **–1 point, plus 1 point per rank**

* See **Better Mousetrap 3e**

This signature maneuver involves locking the arm at the shoulder and then using a twisting, driving motion with the upper body to slam the arm across an opponent's torso. The aim is to knock the opponent back and out. The name comes from the sound made by the arm slamming into the opponent's chest (the most common target).

Questing Alien

When one has faced all that one's world has to offer and defeated every sort of opponent, what remains? Life amongst the stars, that's what.



The Questing Alien is a skilled student of the martial arts that finds the opponents of his own planet mundane, and so he travels space looking for more challenging foes to conquer. And what better place to find them than on a world overrun with metahumans—people who can bend steel with their hands and boil flesh with a mere glance? Of course, the world's nations likely won't see themselves as honored to receive an alien that has no (immediately) greater purpose than to find difficult and challenging opponents to fight solely to test himself.

But that's their problem.

Using What You Have ...

The character will be greatly hampered by his lack of understanding of Earth's cultures, leaving some skills (initially) nearly useless except in combat. It would also be wise to apply one (or both) of the character's Languages options towards a local tongue rather than expending them on intergalactic languages. However, the Gamemaster may forbid this at first if the game plays through the character's arrival, first requiring the alien role-play learning the new tongue before being able to understand it.

Highly mobile, the Questing Alien is able to take advantage of his high Dodge and can boost his ability to suffer harm by utilizing his Iron Shirt maneuver. The character should dart in and out of a fight, using his fluidity to strike where and when needed. He should hit with precision and disrupting his foe's plans, but drawing back out of harm's way to assess the situation between attacks.

... And Getting Better

It is advisable to work towards eventually getting rid of the Extraterrestrial Out of Space complication once the Gamemaster feels the character has spent enough time amongst humans to do so. Doing so will alleviate many of the social problems the alien martial artist will have been facing. (Of course, if this complication is a source of fun, the player may not wish to be rid of it).

As someone trapped in a (very) foreign land, it is also expected that the Questing Alien will keep his eyes open and learn from the world around him. As such, this character is ideal for further developing aliki atl by modifying and incorporating human fighting styles. Similarly, the character will likely want to learn some of the skills and advantages representing the culture he is adapting to, allowing him to fit in more.

Playing the Character

Here are some suggestions on how to incorporate a Questing Alien player character into your game.

The Teacher Arrives

Rather than looking for challenging combatants, the Questing Alien has taken to the stars in a search for capable students not of his own kind. His quest has led him to Earth and, quite possibly, to the other player characters he plans on observing to see if a worthy student shall be revealed. In the meanwhile, the alien will learn from his new companions, acquiring information with the hope of someone proving worthy of accepting the gift of learning aliki atl in return.

Hunted

A fugitive of his homeworld, the Questing Alien has come to Earth with the hope of hiding amongst its people (especially if there are already other aliens on-planet). Just what his crimes may be is up to the player and Gamemaster to determine. Still, his desire to find a challenge and do right remains intact, causing him to take up the role of hero—until his homeworld's authorities catch up with him, that is.

"If you are the best your planet has to offer, I believe I shall be very bored here."

Defender of the Past

One of the Earth's ancient philosophies or religions unknowingly revolves around a starborne artifact from the Questing Alien's homeworld. As a result, the alien has come to retrieve the artifact before others also learn of its location and come to take it so they may use its power. However, upon seeing how central it has become to humanity's faith, the character opts not to take the relic but to defend it.

This may lead to the Questing Alien likewise becoming a part of the artifact's legend, perhaps leading to him being perceived as a divine guardian sent by the Powers-That-Be to protect it and its faithful. In such a game, the character may be around for centuries, receding into myth, until the present when someone else comes from the stars to find the relic and make its power their own.

Questing Alien PL10

Abilities

STRENGTH	1	FIGHTING	3
STAMINA	3	INTELLECT	1
AGILITY	5	AWARENESS	2
DEXTERITY	5	PRESENCE	1

Powers

Fast Hands: Extra Attacks 2, Declining • *8 points*

Aliki Atl (Master)

Style Extras

Esoteric 2

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Staff, Sword

Style Stances

Avoiding, Disarming, Disruptive, Fluid, Neutral, Reactive, Wary, Weapon

Style Advantages

Accurate Attack, Aliki Atl Initiate, Aliki Atl Master, Aliki Atl Stances, Aliki Atl Student, Anticipation, Assessment, Daze (Deception), Damaging Escape, Dauntless (Jab), Defensive Attack, Defensive Roll 2, Flowing Form, Healing Trance, Improved Initiative, Improved Tricking, Instant Up, Martial Balance, Martial Defense, Mobile Trance, Move-By Action, Precise Attack (Close, Cover), Preferred Stance (Fluid), Quick Strike, Trance, Warrior's Trance, Weapon Element 2 (Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (2 pts), Escape (2 pts), Jab (2 pts), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers

Calm Defense 4 (4 pts), Combat Awareness (1 pt), Iron Shirt 4 (2 pts), Nerve Strike 3 (4 pts), Sense Aggression (2 pts), Soft Landing 4 (2 pts)

Equipment

Sword

Advantages

Assessment, Equipment 2, Improved Initiative, Languages 2 (Select Two), Specialization * (Athletics, jumping)

Skills

Close Combat: Aliki Atl 8 (+11), Deception 4 (+5), Expertise: Biology 2 (+3), Expertise: Xenobiology 2 (+3), Insight 5 (+7), Perception 5 (+7), Technology 3 (+4), Vehicles 3 (+8)

Offense

Initiative +13

Aliki Atl Sword +13	Close Damage 4, 19-20
Aliki Atl Unarmed +13	Close Damage 1
Axe Kick +13	Close Damage 3, 19-20, Push Over 2
Elbow Strike +13	Close Damage 1, Grab Breaker
Jab +15	Close Damage 1, Dauntless
Lunge +13	CloseDamage2,EnhancedKnockback, Reach, Dodge –5
Side Kick +13	Close Damage 3, Parry –2
Snap Kick +15	Close Damage 2, Push Over
Sword +3	Close Damage 4, 19-20
Throw +11	Grab-Based Close Damage 5, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +3	Close Damage 1

Defense

Dodge	10	Fortitude	7
Parry	10	Toughness	5/3 **
		Will	7

** Without Defensive Roll

Power Points

Style Extras	2	Style Flaws	–3
Basic Man.	13	Adv. Man	15
Abilities	42	Skills	16
Powers	8	Defenses	21
Advantages	36	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Extraterrestrial Out of Space: As an extraterrestrial, the Questing Alien is largely unfamiliar with Earth's cultures. As such, they will be prone to socially awkward moments.

Rogue Ninja

Although once a member of an ancient clan of Japan's silent assassins, something has led the character to leave that secretive family and strike out on her own. The reason for a Rogue Ninja's leaving is usually related to a change of interests, goals, and morals. This change placed her at odds with those of the clan, such as an event that makes her see great value in life. Whatever the reason, the Rogue Ninja's clan won't let her go easily and will seek her death, both to protect their secrets and to dissuade others from similar disloyalty.

Due to her training and upbringing as a killer within her clan, the Rogue Ninja's moral compass will not be pointing towards magnetic north (ethically speaking). She will view things coldly and practically, with morality being an unfamiliar secondary concern. It will likely take something momentous to bring her out of this shell. Doing so will allow her to connect with humanity on a sympathetic, emotional level. This may cause her to realize there is a disparity between her sense of ethics and that of the world around her, and that she needs to change for the better.



Using What You Have ...

Possessing a diverse range of skills, the character is capable of handling most situations, even if a little creativity is required. The focus of development remains on stealth and covert combat, however, so those are the strengths the Rogue Ninja should play to most. Although capable of handling herself well in a straight-up fight, she does best when striking from darkness, with surprise, and with precision from a distance.

... and Getting Better

Improving the character's understanding of ninjutsu is an obvious choice to make, but it's also possible (game style and Gamemaster willing) to allow upgrading the fighting style to mystical ninjutsu. Doing so can be a means of communicating a turning point in the character's development. Improving the Rogue Ninja's stealth capabilities, especially as they relate to combat, is also suggested. This is because the character tends to work best as a specialist rather than a jack-of-all-trades (especially considering the mental picture most players draw of their character once the word "ninja" comes into play). Attempting to make the character as too adaptable or multi-purpose in nature will likely result in diluting her abilities and weakening her competency at what she does best: stalking and killing silently.

Playing the Character

Here are some suggestions on how to incorporate a Rogue Ninja player character into your game.

Killing for Good

Unable to be an assassin for hire any longer, the Rogue Ninja has fled her clan and is now operating on her own, looking for redemption. Sticking with what she knows best and unable to fully leave behind a lifetime's indoctrination on the value of human life, the character will seek to redeem herself by balancing the body count. She will seek to kill at least one undeniable evil person for every life she took at her clan's orders. When she encounters the other player characters, will they convince her that killing in the name of justice is as evil as killing for nothing more than a contract? Will she view them as naïve tools to be used to aid her in doing what needs to be done?

The Black Sheep

Still a member of her ninja clan, this revolutionary has begun to see that what she and her brethren do is evil. At first, she may attempt to change things from within by refusing certain assignments or falsifying kills while really helping the target escape and go underground. Regardless of her efforts, how long can the Rogue Ninja fool her fellows before her betrayal is discovered and must be punished? Such a path is an ideal way to run solo with the character's story for a bit before introducing her to the player group, thus grounding her in her backstory.

The Road to Redemption

The other player characters know of the Rogue Ninja's past and do not fully trust her, thus always keeping her at arm's length and failing to wholly confide in her. Although such behavior on their part is understandable, it will be frustrating and could push the Rogue Ninja to the point where she questions the value of her attempt to change. If her desire to better herself is not reinforced and is always questioned by her allies, will the Rogue Ninja slide back into old practices or will she see this for what it really is: the price of redemption?

"The last sound you hear before you die shall be the whisper of my blade."

Rogue Ninja PL10

Abilities

STRENGTH	2	FIGHTING	1
STAMINA	2	INTELLECT	0
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	1

Ninjutsu (Student)

Style Extras

Esoteric

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances

Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages

Ambush, Chokehold, Deceptive Attack 2 (Knife Hand, Snap Kick), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Elbow Strike, Knife Hand), First Strike, Hide in Plain Sight, Improved Escape, Improvised Weapon, Lie in Wait, Ninjutsu Initiate, Ninjutsu Stances, Ninjutsu Student, Parkour, Sneak Attack *, Startle, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (3 pts), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Blinding Strike 3 (3 pts), Eagle Eye Aim 2 (1 pt), Nerve Strike 2 (3 pts), Skillful Invisibility (1 pt)

Equipment

Climbing gear, black camo suit, nekode, ninja-to, shuriken

Advantages

Defensive Roll 3, Equipment 5, Improved Initiative, Languages (English; Native is Japanese), Precise Attack (Close, Concealment), Wire Fighter *

Skills

Acrobatics 8 (+12), Athletics 6 (+8), Close Combat: Ninjutsu 6 (+7), Deception 6 (+7), Expertise: Survival (AWE) 2 (+4), Expertise: Tactics 4 (+4), Expertise: Theology & Philosophy (AWE/INT) 4 (+4), Intimidation 4 (+5), Perception 2 (+4), Ranged Combat: Shuriken 4 (+8), Sleight of Hand 6 (+10), Stealth 10 (+14), Technology 4 (+4)

Offense

Initiative +8

Blinding Strike +9	Cumulative Affliction 3
Elbow Strike +9	Close Damage 4, Finesse Attack, Grab Breaker
Jump Kick +7	CloseDamage6,19-20,Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4
Knee Strike +7	Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +7	CloseDamage5,DeceptiveAttack, Empowered Critical, Finesse Attack
Nekode +1	Close Damage 3, Penetrating
Ninja-To +1	Close Damage 4
Ninjutsu Nekode +9	Close Damage 3, Penetrating
Ninjutsu Ninja-To +9	Close Damage 4
Ninjutsu Unarmed +9	Close Damage 2
Roundhouse Kick, Full +7	Close Damage 5, Empowered Critical 2, Parry–2
Shuriken +8	Ranged Damage 1, Multiattack
Snap Kick +11	Close Damage 3, Deceptive Attack, Push Over
Sweep +11	Close Affliction 6, Parry –5
Throw +7	Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +1	Close Damage 2

Defense

Dodge	10	Fortitude	6
Parry	7	Toughness	5/2 **
		Will	6

** Without Defensive Roll

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	17	Adv. Man	10
Abilities	32	Skills	33
Powers	0	Defenses	20
Advantages	40	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Hunted by Their Own: The character's ninja clan is not happy that the Rogue Ninja has left their ranks, resulting in them hunting for her. Whether their purpose is to kill the Rogue Ninja or merely force them to return to the fold depends on the character's story (and likely also on who is sent to deal with the matter).

Clan Feud: The Rogue Ninja remains caught up in the feud between their own (former) clan and that of another group of ninjas.

Ronin

A warrior of great skill and even greater honor, the Ronin once served a master with the utmost loyalty as a means to find a purpose to his existence. Now, however, the Ronin has left that service (most likely because the master was slain or did something of great dishonor), leaving him to wander in search of a new purpose for his life. Along the way to finding this new objective, whatever it may be, the Ronin will take on challenges as they come. He will assume transient goals suited to his talents and honor until his life once more finds a meaning.

Accustomed to having a sense of ultimate direction and purpose for his life, the character will almost certainly be suffering the spiritual and mental turmoil of someone who always feels lost and bereft of guidance. Just as the Ronin's life is without function (as he has known it, at least), so too shall his moral compass be lacking focus. This will likely make him stand out in a world that does not exist within the boundaries of his black and white absolutes.

Using What You Have ...

The character is a capable swordsman, archer, and hand-to-hand combatant (especially considering the breadth of stances available to him). A Ronin is also well-educated, possessing several Expertise skills, social abilities, and other realms of understanding that round out the character. In many ways, the Ronin is a student of many pursuits but master of none. This leaves him wide open for further development in any number of desired directions, underscoring one of the archetype's greatest strengths as a beginning character: his potential for improvement.

... and Getting Better

As an initiate of three different fighting styles, a Ronin has several avenues for martial improvement. He may opt to expand on each martial art (relatively) equally as he gains experience, or perhaps focus on just one or two. No matter which direction he takes in this regard, the potential to change that path is useful. The character won't have to jump through the usual plot hoops a Gamemaster will likely set before him in order to begin learning a new fighting style.

Depending upon the game style being played, it's also likely the Ronin will wish to expand his abilities into the realm of the preternatural. Perhaps he will acquire enchanted weapons (especially a katana) and/or armor, for example? Such items should be introduced as goals within the adventure, and function best as plot elements so they remain relevant to the game once acquired (such as someone else looking to get their hands on them).

Playing the Character

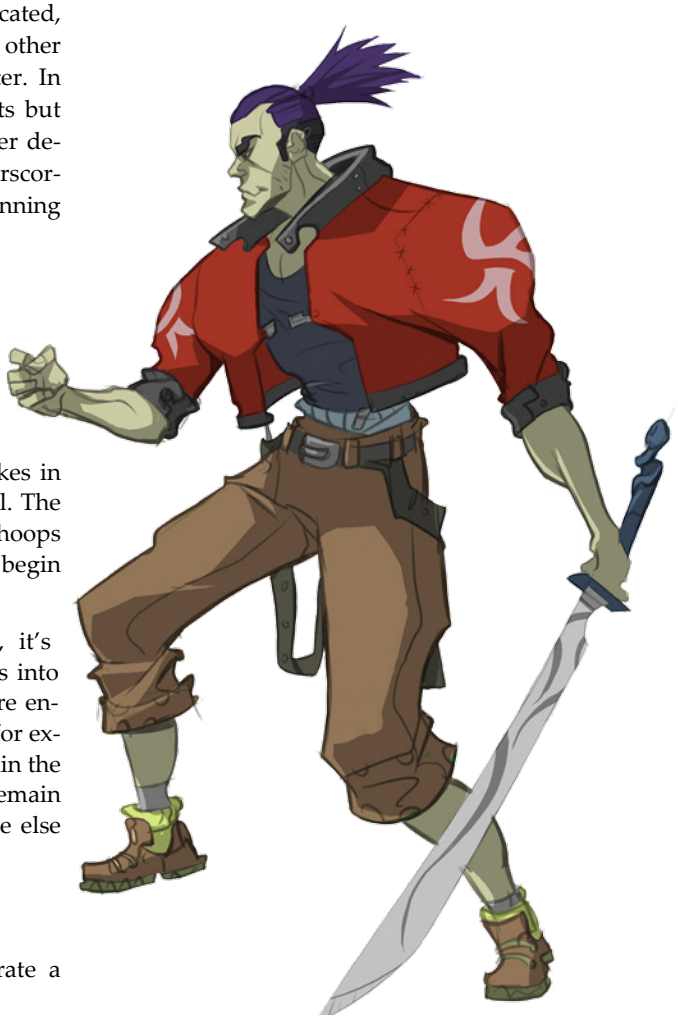
Here are some suggestions on how to incorporate a Ronin player character into your game.

To Master Oneself

Having lived to serve another for so long, the Ronin will need to learn what it means to be his own man. This will entail defining a new sense of self: one that doesn't orbit another person's agenda and desires. What will shape his concept of morality, and is there room for anything beyond honor to be considered? How will he adapt to a world where his social standing is no more? The Ronin will need to discover a new purpose for himself, one that allows him to know who he is when he is no longer a samurai. Doing so will, of course, require the Gamemaster to pit the character against a number of scenarios that throw his previous sense of self-identification into flux, however.

Welcome Back to the Fold

Believing the wrong that saw him cast out of his master's household can be corrected in some way, the Ronin refuses to embrace his exile. Instead, he undertakes steps he hopes will redeem him and allow for his return. As he traverses the land, falling into one adventure or another, the character will keep his eyes open for opportunities that work towards his former master's benefit. By doing so, he hopes to regain his honor and his household in the process. It is entirely possible seeking redemption in this manner will work against



Ronin PL10

Abilities

STRENGTH	3	FIGHTING	5
STAMINA	4	INTELLECT	1
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	2

Jujutsu (Initiate)

Style Extras

Attack Focus 2 (Grab, Throw)

Style Flaws

Demanding (7 hours, –1)

Weapon Elements

Unarmed (default), Sword

Style Stances

Disarming, Disruptive, Grappler, Neutral, Reactive, Throwing

Style Advantages

Accurate Attack, All-Out Attack, Crushing Hold, Defensive Roll 2, Defensive Throw, Grabbing Parry, Jujutsu Initiate, Jujutsu Stances, Reversal, Sweeping Strike, Weapon Element (Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Nerve Strike 4 (5 pts), Soft Landing 4 (2 pts), Strong Throw 4 (4 pts)

Kenjutsu (Initiate)

Style Extras

Attack Focus (Sword)

Style Flaws

Demanding (7 hours, –1), Weapon Dependent

Weapon Elements

Sword

Style Stances

Blocking, Guarded, Low, Neutral, Offensive, Weapon

Style Advantages

Armed Grab, Benefit (Ambidextrous), Guard Weapon, Kenjutsu Initiate, Kenjutsu Stances, Quick Draw, Takedown, Weapon Bind, Weapon Break

Basic Maneuvers

Basic Sword Attacks (0 pts), Exploding Strike (1 pt), Hammer Blow (1 pt), Lunge (1 pt), Roundhouse Punch (3 pts)

Advanced Maneuvers

Focused Strike 4 (Sword) (5 pts)

Kyujutsu (Initiate)

Style Extras

Attack Focus (Bow)

Style Flaws

Weapon Dependent

Weapon Elements

Bow

Style Stances

Firing, High, Low, Neutral, Weapon

Style Advantages

Empowered Critical (Basic Bow Attacks), Improved Aim, Improved Readiness (Basic Bow Attacks), Kyujutsu Initiate, Kyujutsu Stances, Precise Attack (Ranged, Cover)

Basic Maneuvers

Basic Bow Attacks (0 pts)

Advanced Maneuvers

Eagle Eye Aim 6 (3 pts), Extreme Distance Shot 1 (Bow) (2 pts)

Equipment

Katana, wakizashi, daikyu and arrows

Advantages

Equipment 4, Improved Initiative, Specialization * (Expertise: Theology & Philosophy, Bushido)

Skills

Acrobatics 2 (+4), Athletics 3 (+6), Close Combat: Jujutsu 4 (+9), Close Combat: Kenjutsu 4 (+9), Expertise: Bowyer (DEX) 2 (+4), Expertise: Civics 4 (+5), Expertise: Fletcher (DEX) 2 (+4), Expertise: History 4 (+5), Expertise: Riding (AGI) 4 (+6), Expertise: Survival (AWE) 2 (+4), Expertise: Tactics 4 (+5), Expertise: Theology & Philosophy (AWE/INT) 4 (+6/+5), Insight 2 (+4), Persuasion 6 (+8), Ranged Combat: Kyujutsu 7 (+9)

Offense

Initiative +6 (+8 Bow, Grab, Sword, Throw)

Basic Daikyu +11	Ranged Damage 7, 19-20, Extended Range
Jujutsu Katana +9	Close Damage 6, 19-20
Jujutsu Snap Kick +11	Close Damage 4, Push Over
Jujutsu Sweep +11	Close Affliction 6, Parry –5
Jujutsu Throw +9	Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4

Jujutsu Unarmed +9	Close Damage 3
Jujutsu Wakizashi +9	Close Damage 5, 19-20
Kenjutsu Katana +11	Close Damage 6, 19-20
Kenjutsu Katana Exploding Strike +9	Close Damage 7, 19-20, Enhanced Knockback 2, Parry –2
Kenjutsu Katana Hammer Blow +9	Close Damage 8, 19-20, Parry –2
Kenjutsu Katana Lunge +11	Close Damage 7, 19-20, Enhanced Knockback, Reach, Dodge –5
Kenjutsu Katana Roundhouse Punch +11	Close Damage 10, 18-20, Empowered Critical, Falter, Parry & Dodge –5
Kenjutsu Wakizashi +11	Close Damage 5, 19-20
Kenjutsu Wakizashi Exploding Strike +9	Close Damage 6, 19-20, Enhanced Knockback 2, Parry –2
Kenjutsu Wakizashi Hammer Blow +9	Close Damage 7, 19-20, Parry –2
Kenjutsu Wakizashi Lunge +11	Close Damage 6, 19-20, Enhanced Knockback, Reach, Dodge –5
Kenjutsu Wakizashi Roundhouse Punch +11	Close Damage 9, 18-20, Empowered Critical, Falter, Parry & Dodge –5
Kyujutsu Daikyu +11	Ranged Damage 7, 19-20, Empowered Critical, Extended Range
Unarmed +5	Close Damage 3

the other player characters' goals, however, so the Ronin will need to decide where his allegiances are best placed.

Warrior-For-Hire

Without a master, the Ronin is forced to find another way to survive. As such, he becomes a wandering mercenary, looking to ply the warrior's trade wherever he can. Are the other player characters also mercenaries, or has the Ronin been hired to work with them by someone who agrees with their cause (or against them, from within)? Perhaps the Ronin's current job merely crosses purposes with that of the other player characters, so they work together towards that common end in the meanwhile. Perhaps along the way the Ronin finds another reason to fight, aside from mere money, such as doing good for its own sake.

"Honor alone is now my only master."

Defense

Dodge	6	Fortitude	8
Parry	8	Toughness	6/4 **
		Will	8

** Without Defensive Roll

Power Points

Style Extras	4	Style Flaws	–6
Basic Man.	12	Adv. Man	21
Abilities	42	Skills	27
Powers	0	Defenses	17
Advantages	33	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Disreputable: Because the Ronin is considered to have lost his honor by merit of his masterless station, the rest of his culture looks down upon him as fouled and perhaps even criminal. Even the lowliest of the common folk are above the Ronin in social standing.

Honor: The Ronin is driven and directed by their sense of honor: Bushido. They adhere to their sense of honor even if their status as Ronin means they have been stripped of all honor in society's eyes.



Super-Agent

No mere field operative, a Super-Agent is counted amongst the best of the best and is deployed to "deal with" incredibly important and difficult targets, including metahumans. An unconventional warrior for fighting unconventional wars, the Super-Agent had the mind, reflexes, talent, and stamina necessary to complete the Organization's most rigorous training programs. Part of this training emphasizes independent thinking and planning, making the Super-Agent highly adaptable in the field, adjusting her strategy and methods as events demand.

Because of the situations she will find herself in, a Super-Agent is clear-headed, clever, and calm under fire. Her capable nature makes her invaluable as a team member, especially in a crisis. During such times, her training will incline her to take command of the situation after evaluating the best course of action. She may have difficulties in social situations, however, so far as she has been indoctrinated to second-guess everyone's intentions. She may have a difficult time taking things at face value or recognize genuine intentions and emotions.

USING WHAT YOU HAVE ...

An incredibly well-rounded character, the Super-Agent is capable of holding her own in most situations, ranging from combat to covert actions to gathering intelligence. Her fighting style, combined with her selection of advantages, allows her to be deadly both up close and at a distance. This permits her to adapt to a wide variety of conditions and take on an equally diverse range of roles within the group, either on her own or as a supplement to more specialized characters. Indeed, one of the Super-Agent's greatest strengths is her adaptability.



... AND GETTING BETTER

As a master of her existing fighting style, the Super-Agent may want to expand on her combat abilities by learning one or more new fighting styles. This could be another general style, or it could focus on either melee or ranged combat to suit the character's preferences thus far. Furthermore, she may want to acquire more gadgets (in the form of additional ranks of Equipment or several devices) to expand her technical repertoire. This is especially worth considering if she expects to hold her own with metahumans that are likewise improving their own abilities.

PLAYING THE CHARACTER

Here are some suggestions on how to incorporate a Super-Agent player character into your game.

The Mole

The character has been assigned to the player character's group to infiltrate them for some intent determined by the goals and purpose of the Super-Agent's employers. While working with the player characters, the Super-Agent will make all efforts to appear to be one of them, likely assuming an alternate identity to cover up her true affiliations. In the process of this assignment, it is possible the Super-Agent will come to see the value in what the player characters are doing and lose faith with her employers, defecting as a result. However, she may remain loyal and see the job through to the end despite her new attachments. Just how long the assignment goes on, if her duplicity is discovered, and what happens afterward depends on the players and Gamemaster.

I'm Here to Help

Because of similar goals, the Super-Agent has been assigned to assist the player characters, perhaps secretly or as an official liaison to the agent's employing organization. In such an instance, the Super-Agent likely works for the government. She can work for an agency that overtly governs activities such as those undertaken by the player characters, or for a covert organization that likes what the group is doing but believes they could use some help. Either way, she must do what she can to help the other heroes, although what will she do if her orders ever come into conflict with her companions' actions?

Hiding in Plain Sight

In flight from her former employer, the Super-Agent is looking to hide amongst the player characters. She can do so under an assumed name or publically with the hope that the agency will be too concerned about moving out into the light to act against her. Did the Super-Agent see too much? Was she working for the bad guys and is now looking to make amends? Is she actually a traitor and criminal, and is the story she told the player characters to ingratiate herself into their ranks a lie? Just what the truth may be remains in the hands of the player and Gamemaster, and need not be known by the rest of the group.

Super-Agent PL10

Abilities

STRENGTH	1	FIGHTING	3
STAMINA	3	INTELLECT	3
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	3

Commando/SpecOps (Student)

Style Extras

Aggressive

Style Flaws

No Nonsense 2

Weapon Elements

Unarmed (default), Dagger/Knife, Pistol

Style Stances

Finishing, Firing, Neutral, Offensive, Weapon

Style Advantages

Action Surge, Aggressive Escape (Elbow Strike), Ambush, Anticipation, Benefit (Ambidextrous), Cheap Shot, Chokehold, Commando Initiate, Commando Stances, Commando Student, Finesse Attack (Basic Knife Attack), Finish Them, First Strike, Grabbing Finesse, Hard Grab, Improved Critical (Knife Hand), Improved Disabling 2 (Basic Knife Attack, Basic Unarmed), Improved Grab, Lie in Wait, Martial Defense, Neck Breaker, Quick Draw, Quick Strike, Sneak Attack *, Up In Your Face, Weapon Bind, Weapon Element 2 (Dagger/Knife, Pistol)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (1 pts), Escape (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers

Deep Cut 6 (Basic Knife Attack) (4 pts), Eagle Eye Aim 4 (2 pts), Soft Landing 4 (2 pts)

Equipment

Knife, light pistol w/silencer, stealth suit

Advantages

Equipment 4, Improved Disabling 2 (Commando Pistol Attack 2), Improvised Weapon Element, Ranged Attack 5

Skills

Acrobatics 4 (+8), Athletics 3 (+4), Close Combat: Commando 5 (+8), Deception 4 (+7), Expertise: Select One 4 ranks, Expertise: Current Events 2 (+5), Expertise: Spy 4 (+7), Expertise: Streetwise (AWE) 3 (+5), Expertise: Tactics 3 (+6), Insight 3 (+5), Intimidation 4 (+7), Investigation 5 (+8), Perception 4 (+6), Stealth 4 (+10/+8 **), Technology 2 (+5), Vehicles 2 (+6)

Offense

Initiative +4

Commando Knife +10	Close Damage 5, 19-20
Commando Light Pistol +10	Ranged Damage 3, Improved Disabling 2
Commando Unarmed +10	Close Damage 1, Improved Disabling
Elbow Strike +10	Close Damage 1, Aggressive Escape, Grab Breaker
Knee Strike +8	Close Damage 2, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +8	Close Damage 2, 19-20, Empowered Critical, Improved Disabling
Knife +3	Close Damage 5, 19-20, Finesse Attack, Improved Disabling
Light Pistol +9	Ranged Damage 3, Improved Disabling 2
Side Kick +10	Close Damage 3, Parry –2
Snap Kick +12	Close Damage 2, Push Over
Throw +8	Grab-Based Close Damage 5, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +3	Close Damage 1, Improved Disabling

Defense

Dodge	8	Fortitude	7
Parry	8	Toughness	5/3 **
		Will	6

** Without Stealth Suit

Power Points

Style Extras	1	Style Flaws	–2
Basic Man.	11	Adv. Man	8
Abilities	46	Skills	28
Powers	0	Defenses	17
Advantages	41	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

One of Us: A Super-Agent belongs to an agency that dictates their actions. As such, the character's goals and ability to act on them are subject to that agency's needs.

Suspicious Nature: The Super-Agent is always wary of what others say and do, and what their motives may be. The character is unable to take anything at face value or trust anyone easily.

"Unfortunately, you crossed the wrong people this time or I wouldn't be here."

Underworld Gladiator

Some people fight for their nation while others do so out of a sense of obligation or moral responsibility. The Underworld Gladiator fights for a far more tangible cause: money. Certainly, the roar of the crowds and accompanying illicit fame don't hurt either, but the sort of money a skilled fighter can earn from illegal combat circuits is very appealing to the kind of person who was only ever good at hurting others. Sure, if the Underworld Gladiator gets caught he'll do some time, but jail is where he learned much of what he knows about fighting anyway, so no big deal.

Considering his survival rather than mere success sometimes depends on attitude as much as it does skill at arms and brutal strength, an Underground Gladiator tends to be an abrasive, larger-than-life sort. He tends to think most problems can be solved with a liberal application of force rather than brainpower. This isn't to say he's dumb, though, as cunning and patience are both frequently key to victory in a match. Rather, it is a reflection of his preference for the direct approach to solving most problems.

Using What You Have ...

A straight-forward, go-for-the-throat sort of fighter, the Underground Gladiator is a smart combatant. He will take the time to size up his foe, but has both the talent and drive to jump right into the fray when required. Despite possessing a broad range of combat training that provides both offensive and defensive capabilities, the character's strength remains in the proper application of (often brutal) force. This talent is emboldened by a lot of combat advantages, several of which make good use of the few skills he possesses.

... and Getting Better

Despite being extremely effective in a match, jailhouse rock is not a diverse or adaptable fighting style. The Underground Gladiator may wish to pursue an additional fighting style that permits him to better respond to a broader need. For instance, they may want to consider a fighting style that emphasizes subtlety, precision, and/or weaponry. Furthermore, considering his small breadth of skills, he may wish to diversify his usefulness by expanding his talents into other areas, possibly by also taking related advantages.

Playing the Character

Here are some suggestions on how to incorporate an Underworld Gladiator player character into your game.

On the Run

After failing to come through on his end of a fixed fight, the Underground Gladiator has been forced to flee from the very influential (and dangerous) party that had the most to gain from the rigged bout. In order to stay out of sight or to remain with those with the power to defend him (as the case may be), the character has chosen to join the player characters' group. Just how often this situation will result in trouble for everyone is up to the Gamemaster, although this plot function can serve as either a minor or major hindrance to the group at large.

Traveling the Circuit

The character is still active in the underground fight circuit, possibly encountering the other player characters there and forming a sort of collaborative team that will look out for each other's needs (until such time as it becomes necessary to see which of their number can claim the circuit's championship, that is). This is a fairly straightforward sort of game that focuses on one fight after another. The gaps between bouts are filled with all manner of intrigue, corruption, unauthorized battles, and blood rivalries to keep the characters on their toes.

The Grand Tournament

A mysterious individual has let all the best fighters know that he'll be hosting a once-in-a-lifetime contest at a private, remote location. The Underground Gladiator and other player characters will all be invited to participate, with the setting and group's abilities defining the contest's parameters. In a world of metahumans, for instance, the Underground Gladiator may find himself fighting super-villains. In a more realistic



game, on the other hand, all the other combatants will be mere men and women skilled in the martial arts, as is he.

It is likely this is no simple contest, as combatants will soon discover that the fights are to the death and that an army of guards surrounds the place, preventing any escape. If the player characters survive, they'll likely have forged a tight bond that only warriors who have pulled through something so trying and horrific shall ever know.

"Not bad for a rookie, but it's mileage that makes a winner, not flash."

Underworld Gladiator PL10

Abilities

STRENGTH	5	FIGHTING	5
STAMINA	4	INTELLECT	0
AGILITY	2	AWARENESS	0
DEXTERITY	2	PRESENCE	2

Jailhouse Rock (Master)

Style Extras

Esoteric 2

Style Flaws

None

Weapon Elements

Unarmed (default), Club, Dagger/Knife

Style Stances

Blocking, Disarming, Guarded, Neutral, Pugilist, Wary

Style Advantages

All-Out Attack, Aggressive Escape (Headbutt), Assessment, Counterstrike, Cunning Fighter, Dedicated Defense, Dirty Attack, First Strike, Hard Defense, Improved Assessment 2, Improved Disarm, Improvised Weapon Element, Improvised Weapon, JHR Initiate, JHR Master, JHR Stances, JHR Student, Just a Scratch, Knockout 2 (Haymaker, Headbutt), Power Attack, Pummel (Haymaker), Startle, Take the Hit, Up In Your Face, Weapon Element 2 (Club, Dagger/Knife)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (6 pts), Escape (2 pts), Haymaker (1 pt), Headbutt (8 pts), Hook (1 pt), Jab (6 pts), Knee Strike (2 pts), Sweep (2 pts)

Advanced Maneuvers

Back to the Wall 5 (5 pts), Combat Awareness (1 pt), Wallop 4 (5 pts)

Equipment

Knife, some improvised weapons

Advantages

Connected * (Underworld Gladiators), Contacts * (Underworld Gladiators), Defensive Roll, Diehard, Equipment 1

Skills

Close Combat: JHR 6 (+11), Deception 2 (+4), Expertise: Streetwise (AWE) 6 (+6), Expertise: Survival (AWE) 2 (+2), Insight 6 (+6), Intimidation 8 (+10), Perception 6 (+6)

Offense

Initiative +2

Elbow Strike +13	Close Damage 5, Grab Breaker
Haymaker +9	Close Damage 11, 18-20, Empowered Critical 2, Knockout, Pummel, Activation (Move), Parry –5, Push Over 2
Headbutt +11	Close Damage 5, 17-20, Aggressive Escape, Knockout, Parry –2; Affliction 6
Hook +13	Close Damage 6, 19-20, Parry –2
Jab +15	Close Damage
JHR Knife +13	Close Damage 6, 19-20
JHR Unarmed +13	Close Damage 5
Knee Strike +11	Close Damage 6, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife +5	Close Damage 6, 19-20
Sweep +15	Close Affliction 6, Parry –5
Unarmed +5	Close Damage 5

Defense

Dodge	8	Fortitude	9
Parry	7	Toughness	5/4 **
		Will	5

** Without Defensive Roll

Power Points

Style Extras	2	Style Flaws	0
Basic Man.	28	Adv. Man	11
Abilities	40	Skills	18
Powers	0	Defenses	18
Advantages	33	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Former Criminal: The Underground Gladiator learned how to fight in prison, and that is also where he made his connections in the world of illegal combat bouts. This criminal history has stuck with him, constantly pushing him towards the next fight by stigmatizing him and preventing him from making an "honest" living.

Man of the Streets: As someone who spends his days hitting others for cash, the Underground Gladiator isn't able to easily pass amongst high society (or even average society, for that matter). His world is concerned with getting by from one day to the next, so he's never had the time to refine his manners—not that he really cares, anyway.

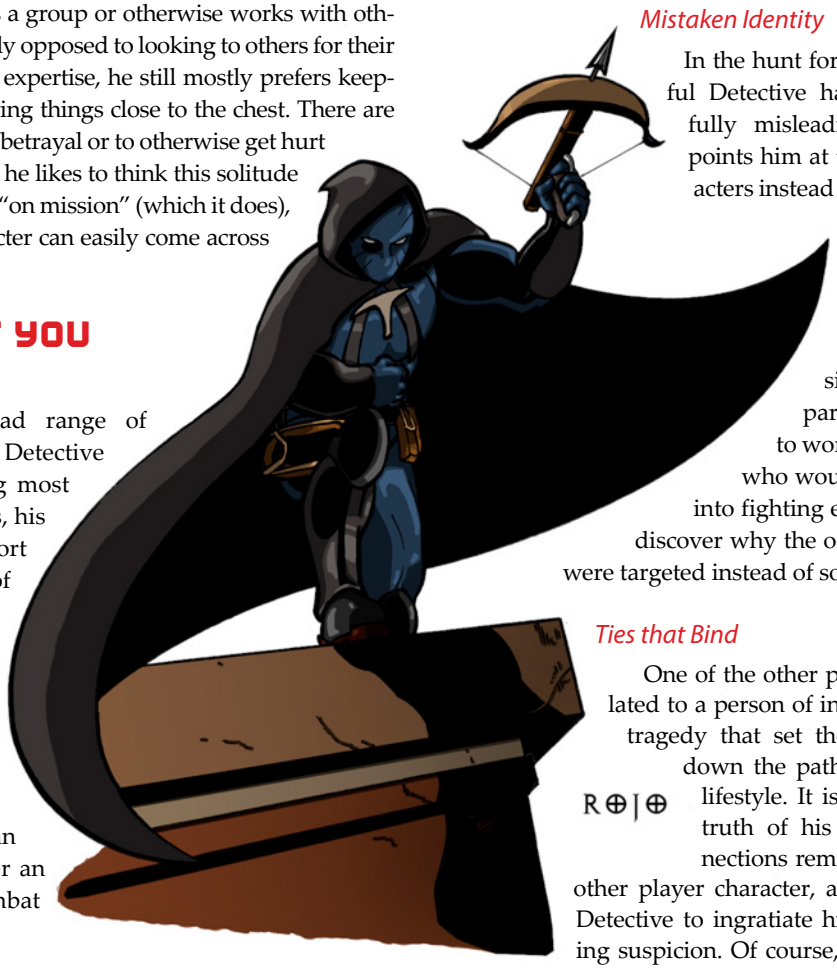
Vengeful Detective

Tragic circumstances drove the Vengeful Detective to seek out masters of the martial arts to shape him into a weapon against crime. Just as he honed his mind and analytical prowess, so too did the Vengeful Detective sharpen his reflexes and harden his body. They are as much weapons against evil as is his burning desire for revenge and justice. Now, equipped with both martial prowess and strength of logic, the Vengeful Detective is ready to take the fight to the city's criminals.

Taught by the tragedy that the only person he can truly rely upon is himself, the Vengeful Detective is a loner, even when he willingly joins a group or otherwise works with others. While not necessarily opposed to looking to others for their valued knowledge and expertise, he still mostly prefers keeping to himself and playing things close to the chest. There are fewer opportunities for betrayal or to otherwise get hurt (again) that way. While he likes to think this solitude keeps him focused and "on mission" (which it does), it also means the character can easily come across as cold and distant.

Using What You Have ...

Possessing a broad range of skills, the Vengeful Detective is capable of handling most situations. Despite this, his list of advantage is short compared to most of the other archetypes presented in this work, as is his starting arsenal of fighting style maneuvers. Combined, these elements make the character ideal for urban environments, whether an encounter entails combat or social scenarios.



Choy gar is an ideal fighting style for this character because the former was devised with his favored environment—the city sprawl—in mind. It offers a mix of subdual and hard-hitting techniques with defensive abilities. This combines with many of the Vengeful Detectives skills to make him a true urban predator.

... and Getting Better

Improving the character's understanding of choy gar is an obvious option. However, his experiences may instead or also convince the Vengeful Detective to pursue an additional fighting style that expands his repertoire with more diverse maneuvers. Drive-fu would be an appropriate choice if the character navigates the city streets in a super-vehicle. Similarly, any number of weapons-oriented styles that would allow him to create a wider arsenal of gadgets would also be suitable (especially if some of them are devices rather than just mundane equipment). Supplementing these abilities with combat advantages that build upon his existing skills is another option, allowing the character to further his mystique through intimidation and fear.

Playing the Character

Here are some suggestions on how to incorporate a Vengeful Detective player character into your game.

Mistaken Identity

In the hunt for someone, the Vengeful Detective has received purposefully misleading intelligence that points him at the other player characters instead of his true target. This misdirection causes the former to pursue and attack the other heroes. However, once the confusion is sorted out, both parties will be compelled to work together to uncover who would want to trick them into fighting each other. They must discover why the other player characters were targeted instead of someone else.

Ties that Bind

One of the other player characters is related to a person of interest involved in the tragedy that set the Vengeful Detective down the path that led to his dual lifestyle. It is entirely possible the truth of his relation's illicit connections remains a secret from the other player character, allowing the Vengeful Detective to ingratiate himself without drawing suspicion. Of course, what happens when the latter learns what he needs and decides to act depends entirely on the other player characters and their reaction to being manipulated.

Ghost from the Past

Someone from the character's past—someone thought long dead or otherwise out of the picture—has returned, stirring up all manner of trouble for the Vengeful Detective. This same person also holds some interest for the other player characters who will cross paths with the Vengeful Detective in their separate pursuits of this mysterious individual. Will this shared goal lead to the two parties joining forces, in the short-term or longer, or will they work at cross purposes entirely rather than working together?

Vengeful Detective PL10

Abilities

STRENGTH	3	FIGHTING	4
STAMINA	3	INTELLECT	3
AGILITY	4	AWARENESS	4
DEXTERITY	4	PRESENCE	2

Choy Gar (Student)

Style Extras

Defensive

Style Flaws

Demanding 2 (7 hours, –2)

Weapon Elements

Unarmed (default), Chain Weapons, Club

Style Stances

Blocking, Grounded, Kicker, Low, Neutral, Offensive, Weapon

Style Advantages

Active Disarm, Choy Gar Initiate, Choy Gar Stances, Choy Gar Student, Defensive Attack, Defensive Strike, Grabbing Parry, Hard Grab, Improved Defense, Improved Grab, Instant Up, Inviting Defense, Martial Balance, Martial Defense, Preferred Stance (Low), Takedown, Up In Your Face, Weapon Element 2 (Chain Weapons, Club)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (4 pts), Escape (2 pts), Hammer Blow (1 pt), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt)

Advanced Maneuvers

Back to the Wall 4 (4 pts), Combat Concealment (3 pts)

Equipment

Crossbow, paired tonfa, rope and crossbow grapple

Advantages

Defensive Roll, Equipment 3

Skills

Acrobatics 7 (+11), Athletics 6 (+9), Close Combat: Choy Gar 4 (+8), Deception 7 (+9), Expertise: Martial Showman (AGI) 2 (+6), Expertise: Streetwise (AWE) 7 (+11), Insight 4 (+8), Intimidation 7 (+9), Investigation 8 (+11), Perception 8 (+12), Sleight of Hand 4 (+8), Stealth 6 (+10), Technology 6 (+9),Vehicles 4 (+8)

Offense

Initiative +4

Choy Gar Unarmed +10	Close Damage 3
Crossbow +4	Ranged Damage 3, 19-20
Elbow Strike +10	Close Damage 3, Grab Breaker
Hammer Blow +8	Close Damage 5, Parry –2
Hammer Blow Stun +8	Close Affliction 6, Parry –2
Lunge +10	Close Damage 4, Enhanced Knockback, Reach, Dodge –5
Side Kick +10	Close Damage 5, Parry –2
Snap Kick +12	Close Damage 4, Push Over
Tonfa +10	Close Damage 5, Defensive
Unarmed +4	Close Damage 3

Defense

Dodge	9	Fortitude	7
Parry	8	Toughness	4/3 **
		Will	8

** Without Defensive Roll

Power Points

Style Extras	1	Style Flaws	–2
Basic Man.	10	Adv. Man	7
Abilities	54	Skills	40
Powers	0	Defenses	17
Advantages	23	**Total**	**150**

Complications

Tragic Past: The Vengeful Detective's tragic past drives him, but it also hampers his relationships with other people. The pain of what happened makes getting close to others and trusting them especially difficult.

Vengeance Seeker: The character is driven by their need to seek vengeance, perhaps only directly against the party that wronged them or maybe against all criminals in general. This need is the Vengeful Detective's primary goal in life, and most of their decisions will be made (for good or ill) in service to this objective.

"I'm going to ask you some questions, and the first thing you have to ask yourself is simply this: what do you fear the most—telling the truth, or me?"

Warrior of the West

Despite a love and deep understanding and familiarity with the East, the Warrior of the West remains an exile from the more sequestered and ancient aspects of the martial arts community. Although the Warrior of the West is no slouch in a fight, his greatest battles are against prejudices that stretch back countless generations, before the West even existed as anything recognizable as a civilization. Labeled an outsider by the nature of his birth, the Warrior of the West seeks to gain acceptance and true membership in the world his martial and philosophical studies have led him to.

Using What You Have ...

Although jeet kune do provides a useful variety of advantages and combat maneuvers, it is expensive. Spending the points to master this fighting style reflects the character's need to prove himself as a Westerner who takes the ways of the East seriously. It does so by focusing on the martial arts at the expense of most everything else. This is not without benefits, however. The Warrior of the West has respectable combat modifiers, along with a range of combat-oriented advantages to suit most needs, be they defensive, offensive, or subdual in nature.

... And Getting Better

Skill expansion is a good direction to go, especially with regards to those that will enable the character to fit in better. Supplemental advantages that will similarly help the character to adapt are also welcome, as they will assist in somewhat offsetting the Warrior of the West's complication. Learning a second fighting style, especially one that is much respected in the region, would also be helpful. This would not only provide additional combat capabilities but also offer prestige amongst the locals.

Playing the Character

Here are some suggestions on how to incorporate a Warrior of the West player character into your game.

New Kid In School

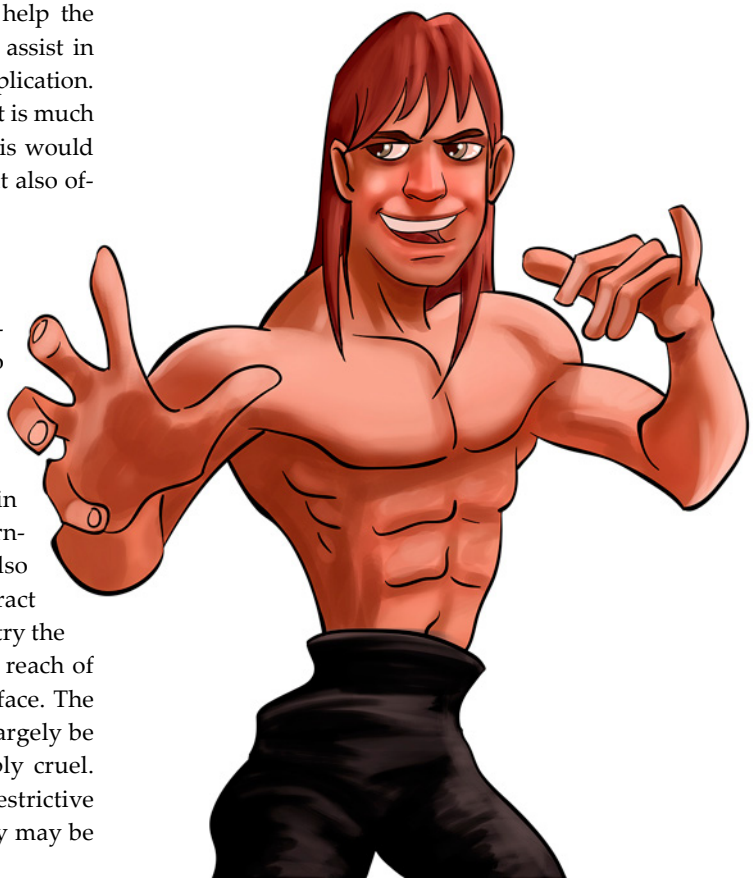
In this game, the character is a kid, likely in high-school, but with a twist: he is the lone Westerner in an Asian school. The other characters are also kids (or someone else with a good reason to interact with the group), but are native citizens of the country the school is located in. This places them beyond the reach of the same prejudices the Warrior of the West will face. The prejudices the character will be subjected to will largely be overt because—let's face it—kids can be incredibly cruel. Also, the social dynamics of a school are not as restrictive or as well-concealed behind a polite façade as they may be in the world of adults.

Diplomatic Impunity

With a cover as a member of a diplomatic office in an Asian nation, the Warrior of the West uses his job to protect his covert activities as a spy. An outsider, both due to ethnicity and occupation, he pushes the envelope of his diplomatic immunity's protection while he carries out intelligence gathering missions and the like within the host nation. The other player characters are also likely spies, each working with the Warrior of the West in a manner that doesn't stick out quite as much. This can include playing locals that have been convinced (or bought) to work for the Warrior of the West's government.

Vindication through Victory

Having moved to Asia to carry out his business of being a hero, the Warrior of the West finds himself an outsider despite the good he does. This means he feels compelled to be better than everyone else, taking greater risks as a result and inadvertently causing problems for himself and those he seeks to benefit. Even when his victories somewhat elevate him in the locals' eyes, there remain those who continue to call him on his true intentions: a desire to garner enough of a reputation to shrug off his stigmas rather than out of a genuine and selfless desire to help others. Will the character press on, fighting for the wrong reasons, or shall he come around to the idea that doing good for its own sake is the correct path to walk?



Warrior of the West PL10

Abilities

STRENGTH	2	FIGHTING	2
STAMINA	3	INTELLECT	2
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	2

Jeet Kune Do (Master)

Style Extras

Esoteric

Style Flaws

Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2), No Nonsense 3

Weapon Elements

Unarmed (default), Chain, Nunchaku, Staff

Style Stances

Avoiding, Blocking, Disruptive, Fluid, Misleading, Neutral, Offensive, Reactive, Wary

Style Advantages

Anticipation, Assessment, Chokehold, Counterstrike, First Strike, Flowing Form, Grab Breaker 2 (Jab, Throw), Improved Grab, Improved Joint Lock, Improved Readiness (Exploding Strike), Jeet Jeet Kune Do Initiate, Jeet Kune Do Master, Jeet Kune Do Stances, Jeet Kune Do Student, Joint Lock, Martial Defense, Move-By Action, Offensive Defense, Quick Strike, Quick Throw, Takedown, Weapon Element 3 (Chain, Nunchaku, Staff)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (3 pts), Exploding Strike (1 pt), Jab (3 pts), Jump Kick (2 pts), Knee Strike (2 pts), Roundhouse Kick (3 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Empty Mind 2 (8 pts), Focused Strike 4 (Exploding Strike) (5 pts), Nerve Strike 1 (2 pts)

Advantages

Defensive Roll 4, Finish Them, Improved Initiative, Instant Up, Languages 2 (Select Two), Not So Helpless, Quick Strike

Skills

Close Combat: Jeet Kune Do 8 (+10), Deception 3 (+5), Expertise: History 4 (+6), Expertise: Martial Arts 6 (+8), Expertise: Martial Showman (AGI) 6 (+10), Expertise: Theology & Philosophy (AWE/INT) 4 (+6), Insight 5 (+7), Persuasion 4 (+6), Vehicles 2 (+6)

Offense

Initiative +8

Elbow Strike +12	Close Damage 2, Grab Breaker
Exploding Strike +10	Close Damage 3, Enhanced Knockback 2, Parry –2
Jab +14	Close Damage 2, Grab Breaker
Jeet Kune Do Unarmed +12	Close Damage 2
Jump Kick +10	Close Damage 6, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4
Knee Strike +10	Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Roundhouse Kick +12	Close Damage 2, 19-20, Enhanced Knockback, Dodge –2
Side Kick +12	Close Damage 4, Parry –2
Snap Kick +14	Close Damage 3, Push Over
Sweep +14	Close Affliction 6, Parry –5
Throw +10	Grab-Based Close Damage 6, Enhanced Knockback, Grab Breaker, Parry –2; Affliction 4
Unarmed +2	Close Damage 2

Defense

Dodge	10	Fortitude	7
Parry	8	Toughness	7/3 *
		Will	6

* Without Defensive Roll

Power Points

Style Extras	1	Style Flaws	–6
Basic Man.	21	Adv. Man	15
Abilities	42	Skills	21
Powers	0	Defenses	20
Advantages	36	**Total**	**150**

Complications

Unwanted Westerner: Despite their involvement and interest in the martial arts community, the Warrior of the West is still largely seen as an unwanted outsider. Their studies of the fighting style and participation in the community are not often desired, and how they are treated reflects this.

"My worthiness will be proven by your defeat."

Wheelman

An artist behind the wheel, a conductor of a vehicular symphony, the Wheelman is incomparable in his ability to get the most out of a vehicle's performance. He is the modern-day cavalryman, an errant knight in his metal steed, and wandering samurai mounted upon four tires, all rolled up into one. Utilizing the sort of dedication, concentration, and practiced techniques one would normally associate with a martial artist, what a Wheelman can make a vehicle do is a miraculous, paradoxical example of incredible discipline and reckless abandon.

USING WHAT YOU HAVE ...

Although his usefulness in a vehicle is second to none, the Wheelman is an unexceptional (though competent) combatant otherwise. Most of his skills also have uses beyond being behind a steering wheel, although the majority of his advantages are vehicle-oriented. As such, the character is best served by remaining within a vehicle as often as possible, even if only a small one that still allows access to the tight spaces generally restricted to someone on foot.

... AND GETTING BETTER

The most specialized of the archetypes in this book, the Wheelman has many avenues of improvement open to him. Another fighting style—one that accommodates personal combat—is likely a must so he can become more involved in the group's typical battles, as is selecting skills and advantages of a more general nature. In keeping with his extraordinary capabilities with vehicles, the Wheelman will certainly want to keep improving in that direction, however. Doing so may include expanding the types of vehicles he may utilize with drive-fu, and otherwise boosting existing components of vehicle combat to make the character deadlier behind the wheel.

PLAYING THE CHARACTER

Here are some suggestions on how to incorporate a Wheelman player character into your game.

Death Circuit

The Wheelman is a driver on a winner-take-all, violent underground racing circuit that travels around the world, from city to city, always one step ahead of the law. Races often take place in secluded or abandoned regions, although some add spice by taking place in populated areas, using active streets. There are no rules except doing whatever is necessary to get from the start to finish line. The player characters could be part of a racing team or working together to infiltrate the sport and bring it down from the inside.

Courier for Heroes

Working as a courier for a special organization, such as Gargantuan Tailors or Gears & Grease (see the respective titles in **Misfit Studios' Do-Gooders & Daredevils** product line), the character must be capable of evading heroes and villains alike who would like to get their hands on his cargo. Such a courier must be able to reach their drop-off points in secret so that any pursuers cannot ambush whoever shows up to receive the merchandise. Although being a delivery man may sound dull and mundane, it is anything but when one's clients are super-villains and –heroes. The fact that what you're transporting can cost millions of dollars and contain technology generations ahead of its time doesn't make things any easier, either.

On the Run

Once a member of a covert organization, the Wheelman saw something he shouldn't, was framed, botched a job, or otherwise got on his employer's bad side. As a result, he has been declared a fugitive (if not targeted for a more permanent termination of employment if the organization does that sort of thing). He is now on the run, fleeing and trying to stay underground, using his driving skills to stay one step ahead of pursuit. He will either drag the other player characters into the mess by looking to them for assistance or because they were part of the same team and have likewise been targeted.



Wheelman PL10

Abilities

STRENGTH	2	FIGHTING	3
STAMINA	2	INTELLECT	1
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	1

Drive-Fu (Master)

Style Extras

Esoteric

Style Flaws

Weapon Dependent

Weapon Elements

Car (default), Motorcycle

Style Stances

Avoiding, Bobbing, Firing (apply to vehicle mounted weapons instead of firearms), Neutral, Offensive

Style Advantages

Ace * (Car), Aggressive Driving, Bail Out, Burn Rubber, Daredevil, Defensive Driving, Drive-Fu Initiate, Drive-Fu Master, Drive-Fu Stances, Drive-Fu Student, Driving Instinct, Evasion, Favored Environment (Close Terrain), Gymkhana, Move-By Action, Red Lining (Ground), Specialization * (Vehicles, car), Stuntman 6 (Select Six Pursuit Maneuvers *), Ultimate Effort (Vehicles Skill), Vehicrobatics (Car), Vehicular Shield

Basic Maneuvers

Basic Vehicle Slam (0 pts), Exploding Strike (Ram) (1 pt), Haymaker (Ram) (1 pt), Jab (Ram) (5 pts), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers

One with the Car 3 (6 pts), Road Rage 2 (8 pts)

Equipment

One or more tricked-out vehicles worth up to a combined total of 42 points, undercover shirt, light pistol

Advantages

Ace * (Motorcycle), Behind the Door, Death Proof (Car), Demolition Derby, Equipment 10, Ranged Attack 3, Speed Freak, Specialization * (Expertise: Tactics, vehicular evasion), Speed Racer (Car), Weapon Element (Motorcycle)

Skills

Acrobatics 4 (+8), Close Combat: Drive-Fu 8 (+11), Deception 2 (+3), Expertise: Mechanics 7 (+8), Expertise: Streetwise (AWE) 4 (+6), Expertise: Tactics 5 (+6), Insight 2 (+4), Perception 4 (+6), Technology 6 (+7), Vehicles 10 (+14)

Offense

Initiative +4

Light Pistol +7	Ranged Damage 3
Unarmed + 3	Close Damage 2
Vehicle Exploding Strike +11	Close Damage Vehicle Strength+ 1 ±, Enhanced Knockback 2, Parry –2
Vehicle Haymaker +9	Close Damage Vehicle Strength + 6 ±, 18-20, Empowered Critical 2, Activation (Move), Parry –5, Push Over 2
Vehicle Jab +15	Close Damage Vehicle Strength ± (maximum 5 ranks)
Vehicle Push/Shove +13	Close Damage Vehicle Strength + 3 ±, Enhanced Knockback 2, Knockback Only, Non-Critical
Vehicle Slam +13	Close Damage Vehicle Strength ±
Vehicle Sweep +15	Close Affliction 6, Parry –5

± See making a Slam attack in the core rules, and the vehicle combat rules in **Better Mousetrap 3e**

Defense

Dodge	10	Fortitude	6
Parry	5	Toughness	4/2 **
		Will	4

** Without Undercover Shirt

Power Points

Style Extras	1	Style Flaws	–2
Basic Man.	12	Adv. Man	14
Abilities	38	Skills	26
Powers	0	Defenses	14
Advantages	47	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Speed Addict: Although the Wheelman may deny it, he is addicted to going fast. Indeed, he isn't truly happy unless he's got one foot on the clutch and another on the gas. This can make him impatient and short on patience in other situations.

"Pursuit will not be a problem—I'll get you where you're going."

Zen Gunslinger

The sword is outdated.

The fist is too soft.

A Zen Gunslinger sees no need to get up close and personal in this day of automatic weapons and saturation fire unless absolutely necessary. However, like many martial artists before him, the Zen Gunslinger has harnessed his inner awareness through the exploration of experience and meditation to achieve something exceptional. He has adapted his methods to lose himself in his actions and become one with his talent for firearms by accepting only the relationship between his weapons, his proficiency, and his target. Through such "emptiness of self," the Zen Gunslinger is able to perform nigh-mystical feats of gunplay indicative of both his philosophy and exceptional skill.

Using What You Have ...

Possessing a helpful assortment of skills for a character one likely expects to be little more than a guy with a talent for shooting, the Zen Gunslinger is also nimble, well-equipped, and introspective. And yes, he is also capable of working all sorts of miracles with small arms. This is why the Zen Gunslinger is most suited to a support and long-range attack role rather than mixing things up more personally.



... and Getting Better

If the Zen Gunslinger wishes to be more capable at close range, selecting a second, hand-to-hand- or melee weapon-oriented fighting style would be a good idea. Similarly, he may wish to compliment his already impressive capability with small arms by taking OSOK (pg 230), thus adding longarms to his talents. Furthermore, the Gamemaster permitting, the character may wish to take some ranks in powers that would make his existing talents seem a lot more miraculous. Options include using Quickness and limiting it to gun assembly or the like, Leaping in combination with his Parkour advantage, and so on.

Playing the Character

Here are some suggestions on how to incorporate a Zen Gunslinger player character into your game.

The Man Without a Name

What is more Zen than a character who shrugs away his identity and allows his actions to define him rather than with common labels and names?

In this game, the Zen Gunslinger has done away with his personal identity and now lives only to help others. He otherwise keeps mostly to himself and will push everyone else away, revealing nothing of his past. Such a character is a useful Gamemaster's tool while building the plot. Such a blank canvas allows for introducing all sorts of story elements and crises that require little explanation other than (figuratively) pointing to the Zen Gunslinger and saying "it has something to do with his mysterious past."

Changing His Colors

Once a renowned gun-for-hire, the Zen Gunslinger has turned his back on his dark ways and no longer kills for money (or whatever ignoble purpose once drove him). Perhaps he wanted to be left alone or maybe he actively seeks redemption by doing good. Regardless of his desires, though, Fate has a way of calling upon the Zen Gunslinger in a manner that finds him acting in aid of others.

Killer of Killers

Having realized there are other people in the world with talents much like his own, the Zen Gunslinger has taken his beliefs far more literally than most. He seeks out those who would kill for evil or out of selfishness or madness, and in turn aims to bring their lives to an end, acting as the light to their darkness. Rationalizing his actions as just one aspect of universal balance, the Zen Gunslinger sees his motives as morally correct even if the law disagrees. As such, he seeks out the worst of assassins and evil men and does his best to bury them beneath their sins.

Zen Gunslinger PL10

Abilities

STRENGTH	1	FIGHTING	6
STAMINA	2	INTELLECT	0
AGILITY	5	AWARENESS	2
DEXTERITY	5	PRESENCE	0

Powers

Marksman *: Ranged Damage 4, Limited to Pistol; Enhanced Ranged Attack 4, Limited to Pistol; Enhanced Improved Critical (Machine Pistol); Feature 1 (Additional Range Increment added to Pistol); Feature 1 (Extra Effort); Feature 1 (Trick Shot) • *10 points*

Wooryu (Master)

Style Extras

Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws

Weapon Dependent

Weapon Elements

Pistol (default), Shotgun, Submachine Gun

Style Stances

Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Advantages

Accurate Attack, All-Out Attack, Attack Mastery (Pistol), Attack Specialist (Pistol), Bob and Weave, Duck and Cover, Evasion, Improved Aim, Improved Covering Attack, Improved Readiness (Pistol), Multiattack Mastery 2, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Ranged Attack 2, Wooryu Initiate, Wooryu Master, Wooryu Stances, Wooryu Student, Weapon Element 2 (Shotgun, Submachine Gun)

Basic Maneuvers

Basic Pistol Attacks (0 pts)

Advanced Maneuvers

Bank Shot 4 (Wooryu Ranged Attacks) (5 pts), Bullet Dancing 6 (2 pts), Eagle Eye Aim 4 (2 pts), Empty Mind 2 (8 pts), Extreme Distance Shot (Wooryu Ranged Attacks) (2 pts), Focused Strike 4 (Basic Pistol Attack) (5 pts), Hail of Bullets 3 (Burst) (3 pts), Hail of Bullets 3 (Cone) (3 pts), Hail of Bullets 3 (Line) (3 pts), Nimble Dodge 4 (3 pts)

Equipment

Two machine pistols, a submachine gun, a shotgun, an undercover shirt

Advantages

Attack Specialist (Shotgun), Benefit (Ambidextrous), Equipment 10, Improved Initiative, Parkour, Specialization 2 * (Technology, gunsmith; Expertise: Theology & Philosophy, Zen Buddhism), Trance

Skills

Acrobatics 2 (+7), Expertise: Theology & Philosophy (AWE/INT) 3 (+5/+5), Insight 4 (+6), Intimidation 4 (+4), Perception 2 (+4), Ranged Combat: Wooryu 4 (+9), Sleight of Hand 2 (+5), Technology 1 (+1)

Offense

Initiative +9 (+13 Pistol, +11 Shotgun)

Machine Pistol +15	Ranged Damage 4, 19-20, Multiattack
Shotgun +13	Ranged Damage 5
Submachine Gun +13	Ranged Damage 4, Multiattack
Unarmed +6	Close Damage 1

Defense

Dodge	8	Fortitude	6
Parry	7/6 ±	Toughness	4/2 **
		Will	4

** Without Undercover Shirt

± Without Pistol or Shotgun

Power Points

Style Extras	4	Style Flaws	–2
Basic Man.	0	Adv. Man	36
Abilities	42	Skills	11
Powers	10	Defenses	9
Advantages	40	**Total**	**150**

* See **Better Mousetrap 3e**

Complications

Way of the Gun: You live by the gun and you will probably die by the gun. That is something every Zen Gunslinger must come to accept. This makes the character very fatalistic.

"I need not aim to kill you. I need only realize in my mind that the trigger has already been pulled and the bullet has already entered your body."

2. SKILLS

Skill	Ability	Untrained?	Action
Expertise: Geomancy	Awe	No	—
Expertise: Martial Arts	Int	Yes	—
Expertise: Martial Showman	Agi	Yes	Standard or more
Expertise: Specific Fighting Style	Int	No	—

NEW SKILLS

The following new skills appear throughout this work as a way to enhance your martial arts experience. The Close Combat: Fighting Style and Ranged Combat: Fighting Style skills are especially important, in many ways, to the rest of the content contained in **Metahuman Martial Arts 3e**.

EXPERTISE: GEOMANCY

Awareness • Trained Only

This skill represents awareness, knowledge, and understanding of the relationship between objects, their location, topographical readings and divination, Ley Lines, and the philosophies that unify them all. This skill is also an ideal fit for a Check Required flaw applied to powers using the geomancy descriptor (pg 49).

DC	Example
10	Understanding the basic geomantic principles of increased energies at a point where Ley Lines cross each other.
15	Lining up a room's furnishings for the optimum flow of energy.
20	Divining meaning from sketching random lines in the sand, throwing dirt up in the air and watching how it falls, etc.
25	Reading a region's topography to divine prophecy about its past or future.

EXPERTISE: MARTIAL ARTS

Intellect

This skill represents a general awareness, knowledge, and understanding of martial arts. This includes rudimentary details of various fighting styles, including their practitioners and histories, as well as of the martial arts community at large.

This skill does not provide any ability to utilize any martial arts techniques or maneuvers.

DC	Example
10	Being able to recall the nation where a particular martial art was created.
15	Being able to identify a common fighting style by watching it in action.
20	Knowing some little-known, fighting style-specific terms.
25	Being able to identify an obscure fighting style by watching it in action.

EXPERTISE: MARTIAL SHOWMAN

Agility

This skill entails using flourishing, choreographed fighting style maneuvers and techniques in a highly stylized and showy manner to entertain or impress. If the person does not also know a fighting style, they are essentially making up the movements as they go along, but in a convincing manner if their skill checks succeed. A minimum standard action is required, but can go on longer if the display is prolonged.

In some situations, the Gamemaster may allow this skill to be selected as an appropriate skill association for the Daze advantage.

DC	Example
10	Impressing spectators sufficiently for people to clear you some space and watch.
15	Figuring out how to combine martial showmanship with a modern dance routine.
20	Choreographing an entire fight sequence for a movie.
25	Convincing a practiced and experienced martial artist you are yourself a martial arts master when, in fact, you do not know a fighting style.

Geomancy (Magic)

Geomancy is a form of magic originating in the East and the Middle East (although other, lesser forms also developed elsewhere, including Africa, the Americas, and Europe). Different sects, religions, etc. use a wide variety of names for what is essentially the same thing. The philosophies and beliefs surrounding it share much in common with those inherent to many forms of martial arts, often entwining the two. Although its historical roots rest in using dirt and sand for divination purposes, for the sake of the game consider it a type of mysticism focusing on earth elements. Feng shui is an example of one such mystery that has come to be considered resting under the larger umbrella of geomancy.

In game terms, geomancy's spells will typically be tied to powers involving the earth and ground. Unlike most other forms of magic, geomancy doesn't require gesturing and speech to work spells. Instead, a practitioner will almost certainly work under other restrictions involving flaws and complications communicating the magic's theme. Spells that are Limited to only work while the caster and/or target are in contact with the ground would be a good example of using power modifiers, for instance.

Geomancy-Oriented Powers

Depending on the sort of game you're running, geomancy may have a larger role to play than being restricted to magic alone. This is especially true in games where martial arts and mysticism blend together. In such games, mystically empowered champions may call upon the earth's energies to fuel their super abilities. Similarly, followers of lost fighting styles can feel the planet's Ley Lines to deliver otherwise-impossible blows, and sub-terrestrial civilizations will have unlocked geomancy's powers to utilize in their arcane technologies.

When applying the principles of geomancy to other abilities, one should keep in mind the former's fundamentals when deciding upon power modifiers. The limitation of only working while on the ground is a common example, but it certainly isn't the only approach.

Unreliable can also be used to devise a power that may be stifled by conditions that block the user from creating the required bond with the ground beneath his feet. Requiring an Expertise: Geomancy check is another common approach, indicating a need to first find the pathways through the Earth through which an ability will manifest.

Use both common sense and imagination while creating geomancy-based powers to ensure they retain their flavor without becoming little more than descriptive atmosphere.

EXPERTISE: SPECIFIC FIGHTING STYLE

Intellect • Trained Only

Select a specific fighting style with which to be especially familiar with. This includes details of its history, famous practitioners, where it is currently practiced, its hierarchy (if any), names for its techniques and maneuvers, and so on.

This skill does not provide any ability to utilize any of the fighting style's techniques or maneuvers.

Select a separate instance of this skill for every distinct fighting style you wish it to apply to.

DC	Example
10	Being able to recall basic facts about the fighting style's origins and history.
15	Identifying a practitioner of the fighting style after briefly watching them employ some of its motions and maneuvers.
20	Identifying a practitioner of the fighting style after watching them employ just one of its motions or maneuvers.
25	Knowing obscure and little-known facts of the fighting style.

An appropriate Expertise: Specific Fighting Style check can be used to identify a stance currently using the relevant fighting style. The check's DC is that of the fighting stance, +5. Identifying a Neutral stance is automatically successful with this skill.



EXPANDED SKILLS

This section introduces and details new ways of using existing skills.

CLOSE COMBAT: FIGHTING STYLE

Using the new way that martial arts are presented, you can now select the Close Combat skill and apply it to a particular fighting style. Doing so provides the benefits of using your skill ranks for the purpose of any attacks you learn with that fighting style, as normal. Also, you gain access to some new skill uses that other types of Close Combat do not provide.

If a character has another form of Close Combat that has more ranks than that of the fighting style, the former may be used when employing the appropriate type of attack. For example, a character with both Close Combat: Modern Boxing 4 and Close Combat: Punch 6 could use the latter when delivering any punch while using their boxing fighting style. However, doing so denies the character access to the new skill uses associated with Close Combat: Fighting Style.

Assume Stance

Properly assuming a known fighting style stance (pg 128) requires a Close Combat: Fighting Style check with a DC determined by the particular stance being attempted. This skill check and changing stances is a free action if currently in the Neutral stance, otherwise a move action is required. They must abide by the outcome of that decision until employing a new stance, even if the new stance is Neutral. Failing this check places the character in a Neutral stance.

Assuming a Neutral stance is automatic and does not require a skill check.

Disrupt Stance

You may attempt to interrupt and end an opponent's current fighting stance by declaring an attack against the latter to be disruptive. This attack suffers a −5 penalty to the attack roll and a −2 penalty to Damage.

If the attack lands successfully (even if it doesn't inflict damage), the two combatants roll opposed Close Combat: Fighting Style checks, along with the defender suffering the attack's usual effect. Should the defender lose this opposed check, their current stance immediately shifts into a Neutral stance (pg 130).

Identify Stance

Identifying someone else's fighting style stance requires a Close Combat: Fighting Style check against the stance's DC. This counts as a free action. More than one stance may be identified per round as a part of this action, but each requires a separate skill check with a cumulative +2 modifier to the DC per stance to be identified beyond the first. Success is automatic if you possess the Expertise: Specific Fighting Style skill for the subject's current fighting style stance.

Line of sight to the stance(s) being identified is required to undertake this action.

Improvise Combo

You may temporarily add 1 rank of the Quick Comb extra of the Extra Attacks effect (pg 84) by accepting a cumulative −2 penalty to attack per rank. The attack penalty lasts the entire round. Doing so requires a Close Combat: Fighting Style check (DC 15 + 2 per Quick Combo rank). The desired number of Quick Combo ranks to be improvised must be declared before rolling the skill check.



Temporarily gaining the Quick Combo 3 extra would require a Close Combat: Fighting Style check (DC 21), and impose a –6 penalty to all attack checks for the round.

Martial Stunt

As an aspect of *extra effort*, you may temporarily gain use of an advantage you don't possess but is listed under a fighting style you know. To do so, though, in addition to using *extra effort*, you must succeed at a Close Combat: Fighting Style check (DC 15). The temporary fighting style advantage's benefits last for the duration of the encounter or until its mechanics say it ends (its benefits only apply one instance at a time), whichever comes first. You can also choose to stop maintaining it (or are forced to do so, such as through incapacitation or the like). This includes switching to a different attack maneuver or strategy the martial stunt's advantage does not apply to.

You need not otherwise meet any of the advantages prerequisites.

Otherwise, handle such a use of *extra effort* normally.

Overcome

When employing combat or martial arts advantages that grant you a bonus in exchange for suffering a penalty (Accurate Attack, Defensive Attack, Power Attack, etc.), as a free action you may attempt a Close Combat: Fighting Style check (DC 20 + bonus from advantage). Reduce the advantage's accompanying penalty by a number equal to the check's degrees of success (to a maximum benefit of negating the penalty entirely for that instance), or increase the penalty by a number equal to the check's degrees of failure, as the case may be.

Power Check Replacement

You may use Close Combat: Fighting Style check to replace the power check or roll demanded by the Check Required flaw of any power or maneuver associated with a fighting style you have the (Style) Initiate, Student or Master advantage for. This check is made against the standard power check's DC, +5.

Insight

Characters expecting to face combat would be wise to at least have a few ranks in this skill, if for no other reason that it allows them to recognize and counter combat applications of Deception. Many characters in martial arts stories are presented as world-weary and jaded, which several ranks in this skill also go a long way towards emulating the experience hardship and constant fighting brings.

Combat Readiness

You can anticipate when a fight is about to break out. Roll an Insight check opposed by an opponent's Deception skill. If the check is successful and that opponent soon afterward starts a fight you are to be involved with, you gain a +1 bonus on your initiative check per degree of success. Conversely, apply a –1 penalty to initiative per degree of failure. This bonus or penalty, as appropriate, shrinks by one per round following the successful Insight check that passes without that opponent starting a fight, however.

You can only use combat readiness *before* a fight breaks out. Furthermore, once initiative has been determined, you can't use it again until that particular battle has ended or you have left it.

Read Opponent

Characters with the (Style) Initiate advantage may attempt an Insight check against a DC equal to their opponent's Parry modifier plus their Will modifier. Alternatively, the Insight check may be opposed by a Close Combat: Fighting Style or Ranged Combat: Fighting style (as appropriate) skill check.

If the skill check succeeds, you gain temporary insight into the target's fighting style in the form of a +1 total combat bonus per degree of success. The total bonus is then divided amongst your attack, parry, and/or dodge modifiers as a free action at the beginning of each round. This bonus only applies against that particular opponent, and remains until the encounter ends, you attack another opponent, or your battle with that particular foe is otherwise substantially interrupted.

You may only apply your *read opponent* bonus against one opponent at a time. If you make another *read opponent* check against someone else, the previously gained *read opponent* bonus is negated.

This bonus cannot increase your total effective modifiers to be greater than the campaign's PL limit.

Ranged Combat: Fighting Style

As per Close Combat: Fighting Style (see previous), except all uses pertain to the specified ranged attack-based fighting style.

Sleight of Hand

Rapid hand movements and extraordinary hand-eye coordination are a staple of the martial arts genre.

Quicker than the Eye

In close combat, you can attempt a Sleight of Hand check as a move action to slip past an opponent's defenses. Your foe opposes this with a Perception or active Parry check. Your opponent suffers a –2 Parry penalty per degree of success against your next attack. However, you suffer a –2 penalty per degree of failure to all close combat attack rolls for the next round if the check fails.

3. ADVANTAGES

Because some of the following advantages are more specialized than the common advantages provided in the **Super-Powered by M&M** core rules, some may have prerequisites. In such instances, the prerequisites must be met before a character may select the respective advantage. (There is also an extensive selection of new advantages to be found in **Better Mousetrap 3e**, also published by **Misfit Studios**, some of which may prove useful to a martial artist).

ACROBATIC DEFENSE
COMBAT, RANKED (2)

By reducing your normal ground (walking and running) speed during the current turn by half, you may move acrobatically. You flip and tumble about to become a more difficult target for a selected opponent. Roll an Acrobatics check (DC 10) at the end of your movement. If you succeed, you gain a +1 bonus to active defenses per degree of success, to a maximum of +1 per 5 feet moved in this fashion (e.g., someone who moved 25 feet acrobatically would be limited to a +5 maximum bonus). This bonus remains until the start of the next turn, but is only applied versus the specified opponent.

Note that the Acrobatics check's maximum is derived by using the distance from your starting point in the round, not the total distance moved. It doesn't include retracing your steps and the like.

Moving back and forth over a 5-foot distance three times would be a maximum +1 bonus (5 feet) rather than +3 (5 feet x 3).

This advantage may only be used while unencumbered by carrying excessive weight.

Selecting this advantage a second time allows you to apply the active defense bonus versus all opponents.

ACTION SURGE
GENERAL

Instead of spending a hero point to shake off exhaustion or being incapacitated due to the Action element of *extra effort*, you may attempt a Stamina check (DC 25 – Stamina) as a free action at the start of the next turn. (If this results in DC 0 or less, you can only fail by rolling a natural 1). Success means you are not exhausted or incapacitated. Failure results in you being stunned and vulnerable for the rest of the round due to the misspent exertion, and you will suffer an incapacitated result instead of merely being exhausted.

You may apply your Great Endurance bonus to this Stamina check if you also possess that advantage, whereas the Frail complication (see **Better Mousetrap 3e**) imposes a –5 penalty (or more).

ACTIVE DISARM
COMBAT

When you make a disarm attempt, replace your attack modifier with your Parry modifier. You can also take a penalty of up to –5 on your Parry for the sake of defense for the rest of the turn and add the same number (up to +5) to your disarm roll.

A character with an attack bonus of +4, Parry 7, and Active Defense can use their Parry to disarm, gaining a +7 bonus without reducing the Parry modifier applied to their defense that turn. They can, however, increase this disarm modifier to +8, +9, +10, +11, or +12 by reducing their Parry defense modifier to +6, +5, +4, +3, or +2, respectively.

ADDED CRITICAL
COMBAT, RANKED

Select a specific attack (e.g., snap kick, uppercut, light pistol) to apply this advantage to, granting use of the Added Effect *and* Increased Effect options for a critical hit with the attack. The Added Effect must be indicated when the advantage is chosen and cannot be changed later. It has an effective rank of 0, as normal, but gains 1 rank of effect per +1 of the Empowered Critical advantage's modifier that also applies to the same attack. It also gains 1 rank per degree of failure from the target's Toughness resistance check against the attack.

Additional ranks in this advantage may be used to apply an additional Added Effect option to the same attack, or it can apply to a newly selected attack altogether. When multiple Added Critical effects apply to the same attack, you must choose which effect to employ for any given instance—more than one cannot operate simultaneously.

The Gamemaster can rule this advantage cannot be used in certain circumstances if the Added Effect is inappropriate.

AGGRESSIVE DRIVING
SKILL, RANKED (2)

You gain a +2 bonus to all Vehicle checks made while you are the pursuer in a chase (see **Better Mousetrap 3e**). With a second rank, this bonus increases to +5. Under such circumstances, the character's skill bonus may exceed the normal PL limits.

New Combat Advantages

Advantage	Effect
Acrobatic Defense *	You gain an active defense bonus while moving acrobatically
Active Disarm	Use Parry instead of attack to disarm; trade Parry defense bonus in exchange for bonus to disarm
Added Critical *	A critical hit with a selected attack inflicts both the Increased Effect and Added Effect options
Aggressive Escape *	Make an attack to force someone grabbing you to release you
Ambush *	You gain a critical threat range bonus while making a surprise attack
Armed Grab	You may use a penalized grab action while your hands are otherwise occupied
(Attack) Flurry *	Take a −2 attack penalty to increase an attack's effect rank by +1 per attack roll degree of success
Attack Specialist *	+2 to initiative and +1 to Parry modifier added to Close Combat or Ranged Combat skill attacks
Baby It *	You can ignore a critical hit to your vehicle until the end of the game session
Bail Out	Your Dodge resistance check vs. Damage while in a vehicle crash is more effective
Behind the Door	You may attempt to use the vehicle you are in as cover to negate a critical hit against you
Break the Style *	Use Assessment to gain a bonus to Dodge, Parry, and/or attack against an opponent in any fighting stance other than Neutral
Cheap Shot *	Use a feint to increase your attack's Damage modifier by +1 per rank
Close-Quarters Battle *	You gain an attack and initiative bonus with a specified ranged attack against nearby opponents
Combat Reaction *	Use a particular action as a reaction to a specific trigger.
Combo Element *	The subject action or trait becomes a Combo Action.
Crushing Hold	Inflict Strength Damage as a free action via a restraining grab
Cunning Fighter	You may use your melee attack modifier instead of Deception to feint in combat
Damaging Escape	Make an unarmed attack against your attacker as a free action when escaping a grab
Dancing Combat	Use Expertise: Dancing instead of Deception to feint and trick in combat
Daredevil *	Succeeding at a pursuit maneuver in a vehicle requires your pursuer to make a crash check with a penalty
Dauntless *	Opponent suffers a penalty to their active defense during a Defend action or Deflect effect against the specified attack or weapon
Death Proof *	Make a Vehicles check to increase your vehicle's Toughness for the round
Dedicated Defense	Trade active defense against all other opponents for an active defense improvement against a single, selected opponent
Defensive Strike *	Gain an attack bonus against an opponent who misses you with a close combat attack
Defensive Throw	Automatically attempt to throw an opponent who misses a melee attack against you
Demolition Derby	Effectively increase your vehicle's speed and Toughness by one-quarter when ramming another vehicle
Devastating Hold	Double the critical threat range of grab checks to cause Strength Damage during a hold
Devoted Ally	You offer better aid to allies who share your Oathsworn complication's allegiance, and better strike at those who oppose it
Dirty Attack	Apply your Dexterity bonus to melee Damage against prone opponents
Dirty Fighting *	+1 to melee Damage when fighting adjacent to a foe in cover or concealment, or suffering a movement penalty
Distracting Attack	Reduce your Damage modifier in order to increase your aid bonus
Diverting Feint	Gain total concealment against your opponent following two or more successful feints
Duck and Cover	You make better than normal use of cover
Empowered Critical *	Improve the specified attack's Increased Effect from critical hits
Entangling Feint	Entangle your opponents amongst their own weapons and limbs with a feint
Escapist	Escaping from a grab allows you to immediately cease grabbing in return
Favored Conditions	+2 circumstance bonus to attack or defense under certain circumstances
Finesse Attack *	Replace your Strength modifier with your Dexterity modifier when determining the selected attack's Damage modifier
Finish Them	Perform a finishing attack faster than normal
First Strike	Gain a Damage bonus when you attack a surprised or unaware opponent

* These Advantages are ranked

New Combat Advantages, Continued

Advantage	Effect
Flippant Disarm *	Decide where your opponent's weapon goes after you disarm them
Follow-Up Strike	Follow up a critical hit with a free attack action
Grab Breaker *	Uses an attack to oppose a grabbing attempt
Grabbing Parry	Initiate a grab as a free action after successfully using a Defend (Parry) action against a melee attack while unarmed
Guard Weapon	Using a suitable melee weapon in your off-hand provides a +1 Parry or the ability to use a Defend action in the same round as you attempt a melee attack
Guiding Grab *	You may more easily move or drag someone you have in a grab
Improved Charge	Increase your Damage modifier the farther you move during a charge action
Improved Close-Quarters Battle	Halve an appropriately close target's cover benefits
Improved Covering Attack	A Covering Attack imposes an attack and skill penalty on the opponent
Improved Disabling *	+1 to disabling critical threat range with an attack per rank
Improved Entangle Weapon *	+2 bonus to attack to entangle a weapon and your opponent is −2 on their attempt should you fail
Improved Escape	Using Acrobatics or Athletics to escape a grab is faster
Improved Joint Lock	The usual −2 penalty while attempting a joint lock does not apply
Improved Ranged Disarm	The usual −5 penalty while attempting a ranged disarm does not apply
Improved Readiness *	You do not need to declare what activates a readied action when using a specified attack
Improved Reversal	You obtain a bonus to your grab reversal checks
Improved Tricking	Tricking in combat is a move action
Inviting Defense	Trade initiative for active defense bonus
Joint Lock	You may employ joint locks
Knockout *	A specified attack has a chance of immediately incapacitating a foe if it otherwise causes them harm
Lie in Wait	You may use your full number of actions in a surprise round if you've prepared an ambush
Mob *	Increase the effective rank for a team attack
Mobile Defense	Gain an active defense bonus while running
Mobile Offense	Gain an attack bonus while running or moving at least your full normal speed
Move-By Action, Addendum	Notes regarding using Extra Attacks with this Advantage
Multi-Entangle	Attempt to simultaneously entangle more than one weapon attacking you
Multiattack Mastery	Enjoy various additional benefits when using a Multiattack effect
Neck Breaker	You may more easily perform a deadly finishing attack against a bound, grabbed opponent
Not So Helpless	You may attempt a Fortitude resistance check to reduce the harm from a finishing attack
Off-Putting Feint	Your feint also imposes a –1 penalty to attack and Perception
Pummel *	Gain a conditional bonus to Damage for the purpose of knockback with a specified attack
Quick Strike	Trade Damage for initiative bonus
Quick Throw	You may throw a grabbed opponent as a free action
Reversal	You may make a grab check against your opponent once you escape their grab upon you
Superior Disabling *	+2 to Treatment DC and +1 rank of duration for disabling critical hits
Superior Entangle Weapon	Follow the successful parry of a melee weapon attack with an entangle weapon attempt as a free action
Sweeping Strike	Combine a successful unarmed attack with a trip attempt as a free action
Take the Hit	Allow a melee attack to hit you in exchange for a free action to make a melee attack of your own
Unbalancing Strike	Reduce an opponent's Dodge bonus with a melee attack
Vehicular Shield	You may use your vehicle as a shield to soak up an attack made against you
Withstand Damage	Trade active defense for Toughness bonus
Zen Strike *	Use your Awareness instead of your Strength to determine Damage with the selected Strength-based attack

* These Advantages are ranked

New Fortune Advantages

Advantage	Effect
Chosen One	Resist the destiny-related cost of using extra effort with a Will resistance check
Coordinate *	Spend a hero point to temporarily consider two traits to be Linked
Just a Scratch *	Spend a hero point to attempt a Fortitude check that immediately recovers one damage condition

* These Advantages are ranked

Aggressive Escape — Combat, Ranked

For each rank of this advantage, select a specific attack you can perform (e.g., a particular basic combat maneuver). You may then use this attack against opponents grabbing you in order to escape. To do so, make an attack check opposed by their grabbing effect rank or Strength—whichever is being used to maintain the grab on you.

Successfully inflicting Damage on whoever is grabbing you (or the grabbing effect) requires they make an immediate Strength or grabbing effect check, as appropriate. This check's DC is equal to the attack's Toughness resistance check DC, +2 per degree of failure the grabber obtained during their Toughness check against it. You escape if your opponent fails this check.

Knowing Aggressive Escape (Punch) allows a grabbed character to use a punch (Close Damage 3) to attempt escaping a bear hug. The attack succeeds, meaning the grabber now makes a Toughness resistance check against it (DC 18), obtaining two degrees of failure. The grabber must now make a Strength check (DC 22) to maintain the grab.

Ambush — Combat, Ranked (5)

Increase your attack's critical threat range by 1 when you attack an unaware or surprised target. You cannot use this advantage against an opponent you cannot accurately perceive (due to concealment) or those immune to critical hits. Additional ranks increase your Ambush threat range bonus by +1 per rank, to a maximum of +5 (not counting any bonus from Improved Critical or similar, other sources). This bonus is cumulative with that of the Improved Critical advantage.



New General Advantages

Advantage	Effect
Action Surge	Make a Stamina check to avoid exhaustion and incapacitation following an Action use of *extra effort*
Assessment, Addendum	Use Insight to identify a fighting stance
Benefit, Update, (Style) Grandmaster	The character has grandmaster status in a particular fighting style
Burn Rubber	A vehicle's starting speed is one-quarter higher than normal for the terrain
Challenge (Type) *	You may perform a personal challenge with a reduced DC modifier
Countering Expert *	Bonus to counter a specified descriptor
Crewmate	Aid another member of your vehicle's crew when you wouldn't normally be able to
Dash	Get better speed and more leads out of the Surge vehicle maneuver
Dedication *	Gain a bonus on Insight and Will checks when your Oathsworn allegiance is challenged
Healing Touch	Use Expertise: Biology or Expertise: Martial Arts to heal others with a touch
Healing Trance *	Enter a meditative trance to recover from harm faster
Improved Assessment *	Make an additional Assessment simultaneously per rank
Improved Concealment	Attackers find it more difficult to hit you while you are concealed
Improved Exchange *	Improve by 1 the bonus/penalty exchange maximum of another, appropriate advantage
Iron Liver	Obtain a bonus to resist alcohol's effects and to checks to make others believe you are drunk
Last Stand	Use *extra effort* to ignore all damage condition penalties for one round
Light Sleeper	Easier to awaken while asleep, and may act immediately upon waking
Parkour	Jump multiple times per round without slowing, and continue moving after checking your fall
Red Lining *	You can temporarily push your vehicle's speed limitations by risking damage to its engine
Rough Rider *	You are better able to cope with rough terrain in a selected vehicle
Steadfast *	You are able to resist knockback

* These Advantages are ranked

New Skill Advantages

Advantage	Effect
Aggressive Driving *	Circumstance bonus to all Vehicle checks made while the pursuer in a chase
Defensive Driving *	Gain a bonus to Vehicle checks made while the target in a chase
Driving Instinct	Make an Insight check to guess your opponent's next move in a vehicle pursuit
Gymkhana *	You gain a +2 bonus with a selected vehicle when employing speed and braking maneuvers involving obstacles, turns, sliding, and the like
Monkey Climber	Use Acrobatics instead of Athletics to climb in appropriate conditions
Rhythm of Combat	You are aware of how combat is going for allies
Speed Freak *	You may increase a vehicle maneuver DC voluntarily to increase your lead benefits
Speed Racer *	You are +1 to initiative and may re-roll one Vehicles check per game session while operating the selected vehicle type
Strong Digger	Use the Athletic skill's running aspect with the Burrowing power
Strong Flier	Use the Athletic skill's running aspect with the Flight power
Strong Swimmer	Use the Athletic skill's running aspect with the Swimming power
Stuntman *	Gain a bonus to skill checks with a specific pursuit maneuver
Vehicrobatics *	Use your Vehicles skill to make select vehicles perform acrobatic feats

* These Advantages are ranked

ARMED GRAB — COMBAT

You may attempt a grab action even when your hands are holding something, such as a weapon, but you are penalized for doing so. If only one hand is otherwise occupied, you suffer a −2 penalty to grab checks, increasing this penalty to −5 if both hands are holding something (or all hands if you have more than two). If you also have the Improved Grab advantage, these penalties only come into effect when using the hand with something in it.

Assessment, Addendum — General

Instead of an Insight check to determine the subject's attack and defense bonuses, the check may be made to identify the subject's current fighting style stance if you are otherwise unable to do so. You suffer a –5 penalty, however.

(Attack) Flurry — Combat, Ranked

Choose one broad type of close attack when acquiring this advantage (e.g., unarmed, swords, staff, a particular Close Damage effect, etc.) Using all action in the round except free actions, you unleash a flurry of these attacks against your opponent, suffering a –2 penalty to the attack roll. The attack increases its effect rank by +1 per degree of success the attack roll obtains.

Each additional rank in this advantage allows you to apply it to another type of close attack or increase the effect rank bonus per degree of success by an additional +1 for an attack type already selected. You may apply no more than 5 ranks to any single attack type.

The bonus granted by (Attack) Flurry does not count against PL limits, but you cannot use this advantage with attack types with the Activation flaw or the Multiattack extra. Likewise, this advantage cannot be used in conjunction with the Extra Attacks power effect.



Attack Specialist — Combat, Ranked

You may apply a rank of this advantage to any particular attacks (e.g., basic or advanced combat maneuvers, specific weapons) you have applied either the Close Combat or Ranged Combat skill to. This includes attacks broadly covered by Close Combat: Fighting Style or Ranged Combat: Fighting Style. You now gain a +2 bonus to initiative and +1 to Parry while using such attacks. The Parry bonus only applies to attacks made by enemies who are themselves targeted by your attacks related to this advantage. Making any other form of attack immediately cancels all benefits of this advantage until the next round, as does failing to use the appropriate attack (successfully or not) in that round.

You may obtain this advantage multiple times, applying each rank to a different attack and/or instance of Close Combat or Ranged Combat, appropriately. Your total active defense is limited by the campaign's PL.

Baby It — Combat, Ranked

Every rank of this advantage allows you to temporarily ignore a critical hit to a vehicle you're driving or piloting, once per game session. However, the Damage comes into effect at the end of the session unless it is repaired before this occurs. In essence, the vehicle "holds on" for the session's duration before giving out at the end.

Bail Out — Combat

If a vehicle you are in crashes or suffers an attack that puts you at risk of harm from the impact, a successful Dodge resistance check means you suffer one-quarter Damage (round up) rather than half Damage. A failed resistance check means you suffer half Damage (rounded up) instead of full Damage.

Behind the Door — Combat

When you are inside a vehicle and would normally suffer a critical hit from an attack delivered from outside the vehicle, you may attempt a Dodge resistance check (DC 10 + the attack's Damage rank) as a move action. If successful, you have successfully used the vehicle to partially protect yourself, meaning the critical result is negated. However, you still suffer the attack's normal Damage results and the vehicle is also considered to have been struck by an attack of the same Damage rank.

Benefit Update — General, Ranked

(Style) Grandmaster

The title of "Grandmaster" is a general one typically referring to the father figure teaching a familial fighting style or the leading figure in lineage-based or modern styles. Other, more traditional terms are often still used in the martial arts community, however. Regardless of the title, the position is often passed from the grandmaster to a favored, most capable student, sometimes after the two have fought each other as a way for the latter to prove their worthiness.



More than one grandmaster is allowed in familial fighting styles and teaching structures—typically one per training facility or region. Most other styles only permit one grandmaster, period. However, some allow for breakdown by broad regions, such as by nation or entire continents. Keep this in mind when allowing the advantage, as it may not be possible

for the character to be a grandmaster, especially if they do not yet possess a (Style) Master advantage for their fighting style. (Gamemasters may reasonably require the latter advantage be obtained before selecting this one).

Just how being a grandmaster influences the game is up to the Gamemaster. Prestige, respect, and deference from practitioners should naturally follow, for certain. The authority to make decisions that affect the relevant style is also the sort of thing the Gamemaster should consider as fitting. However, this also means there is a great obligation to both serve the concerns of the style's practitioners and to look out for their interests.

BREAK THE STYLE — COMBAT, RANKED

You can adapt your fighting style to better oppose your foe's fighting style. If you successfully use the Assessment advantage on an opponent that has assumed any fighting stance other than Neutral, you may then attempt an Expertise: Martial Arts or Expertise: Tactics check (DC 10 + opponent's Close Combat: Fighting Style or Ranged Combat: Fighting Style total skill modifier, as appropriate) as a free action. Success provides a bonus to either your Dodge, Parry and/or attack modifier equal to the number of ranks you possess in this advantage. You may distribute the ranks amongst your Dodge, Parry, and attack as desired, although none may surpass the normal PL limits.

Adjusting how this advantage's ranks are assigned requires making another Expertise: Martial Arts or Expertise: Tactics check.

You lose this advantage's benefits when your opponent changes to a different stance or drops their stance altogether.

BURN RUBBER — GENERAL

Your vehicle's beginning speed is one-quarter higher than normal for the terrain type (see **Better Mousetrap 3e**).

CHALLENGE (TYPE) — GENERAL, RANKED

Choose a specific personal challenge (pg 103), reducing by 5 the DC modifier normally associated with that challenge. You can pick a standard personal challenge or a particular skill-related personal challenge. For standard personal challenges, the challenge only applies to a specific task.

> *A character with the Fast Task challenge must specify a particular task, such as the feint application of Deception, or making an item with Technology or an appropriate Expertise skill.*

If you select Calculated Risk, you need to specify the two checks (and the skills used by them).

Once determined, the type of personal challenge and the situations to which the challenge applies cannot be changed. You may, however, apply additional advantage ranks to different personal challenges. Additional ranks may also be applied to personal challenges you have already applied this advantage to, reducing the DC modifier by an additional 5 per rank. Doing so cannot reduce the DC modifier below +0, however.

CHEAP SHOT — COMBAT, RANKED (5)

If you successfully use feint against an opponent, you may choose to make a cheap shot instead of the usual *feinting* outcome. A successful cheap shot increases the attack's Damage by the advantage's ranks as a circumstance bonus, to a maximum of +5. Your total Damage bonus is able to surpass the campaign's PL limitations.

You may only use this advantage once per encounter against a particular opponent.

CHOSEN ONE — FORTUNE

Prerequisite: Destiny complication

Rather than spending a hero point to overcome the effects that follow employing *extra effort*, you may resist such conditions by succeeding at Will resistance check (DC 15 to resist becoming fatigued, DC 20 for exhausted, and DC 25 for incapacitated). This is only possible when the *extra effort* was used in a cause directly related to pursuing the destiny outlined by your complication.

CLOSE-QUARTERS BATTLE — COMBAT, RANKED

You gain a +1 bonus per rank in this advantage to attack and initiative checks with a very specific ranged attack effect (e.g., the character's Chi Blast Ranged Damage power) or general-but-focused type of ranged weapon (e.g., pistol, bows), but only when the opponent is within short range. You may add multiple ranks to a single ranged attack or ranged weapon, or spend ranks selecting another ranged effect or type of ranged weapon.

Your total attack bonus remains limited by the campaign's PL.

COMBAT REACTION — COMBAT, RANKED

You have trained to react quickly to particular surprises. Define a specific action that can be performed with a move or free action. Assign this action to a particular event, such as "jump to cover when people start shooting," "use the Set-Up advantage on the nearest ally as soon as combat starts," or "become invisible when I hear a strange noise." When the event you assigned comes to pass, you may choose to perform the defined action as a reaction, before the activating

event's results are otherwise resolved. Additional ranks let you choose another combination of action and event.

Gamemasters should consider carefully before allowing attacks to be the action that is performed.

COMBO ELEMENT — COMBAT, RANKED

When you acquire this advantage, choose a specific, appropriate action or trait you can make during combat. This action becomes designated as a Combo Action (pg 87). Each rank allows you to select a different subject to become a Combo Action.

You cannot assign this advantage to actions with a Personal range. You can only assign it to actions that entail opposed checks, attacks, or the target making a resistance check. The action must impose some form of effect on the target, successfully or otherwise.

COORDINATE — FORTUNE, RANKED

By spending a hero point, this advantage allows you to temporarily use two traits as though they both had the Linked extra. Both powers must meet the usual requirements for Linked traits, and maintaining this Linked status requires a Power check (DC 15 + the highest trait's rank) each round as a free action if the Linked trait effect is longer than Instant. Failing this check means all traits Linked by this advantage will turn off immediately and the character may be fatigued as though having used *extra effort*. The traits to be Linked by this advantage need not be declared when Coordinate is purchased, but must be indicated when the advantage is used.

Additional ranks of this advantage may be used to allow another trait be Linked in this fashion on a one trait/one rank basis. Alternatively, a rank may be used to provide a +2 bonus to the Coordinate Power check, or +5 if two ranks are spent in this manner. How these additional ranks are to be used must be declared and noted when they are purchased.

COUNTERING EXPERT — GENERAL, RANKED

Choose a particular descriptor per rank of this advantage. You gain a +2 bonus when making power checks to counter powers of that descriptor with one rank, or +5 by adding a second rank. Ranks may also be spent on additional descriptors.

CREWMATE — GENERAL

While acting as part of a vehicle's crew, you may perform an aid action to assist an ally in that same crew even if you are not in a position to normally do so.

CRUSHING HOLD — COMBAT

If you restrain/hold an opponent with a grab, inflicting your Strength Damage against the grabbed uses a free action each round instead of a standard action. This lasts for as long as you maintain the hold without expending a standard action on anything else, and you must remain immobile at the same location. You suffer a –5 penalty to your active defenses while maintaining a Crushing Hold, in addition to the usual hindered and vulnerable conditions.

CUNNING FIGHTER — COMBAT

You are particularly skilled in using every little trick of movement, weapon placement, etc., at your disposal to fool your target's eyes and reflexes during a fight. You may use your appropriate melee attack modifier instead of your Deception modifier while performing a feint.

DAMAGING ESCAPE — COMBAT

You may attempt an unarmed attack against the grabber as a free action when you successfully escape from a grab. The unarmed attack must be of a type that can currently be used against the grabber; a roundhouse kick would not be possible, for example. If you also possess the Takedown advantage, each additional attack you may gain against minions grabbing you can be a Damaging Escape attack.



DANCING COMBAT — COMBAT

You may use Expertise: Dancing (AGI) instead of Deception to feint and trick in combat. Your target opposes the attempt with Deception or Insight, whichever is better (or Expertise: Dancing [INT] if they also possess the Dancing Combat advantage).

DAREDEVIL — COMBAT, RANKED (2)

Following a successful pursuit maneuver (see **Better Mousetrap 3e**), your vehicle's pursuer must automatically make a crash check with a –2 penalty. The check must be made even if your maneuver check's result didn't result in two or more degrees of success, as may normally be required. Increase the penalty to –5 if you have two ranks in this advantage.

DASH — GENERAL

When performing a vehicle Surge maneuver (see **Better Mousetrap 3e**), you can increase your speed by up to one-half (round down). You also reduce the lead by a number of lengths equal to twice the difference between the maneuver check results.



DAUNTLESS — COMBAT, RANKED (2)

Select a very specific attack (e.g., a Ranged Damage power, headbutt) or weapon (e.g., knives, heavy pistol). Against this attack, any active defense modifier for a Defend action or Deflect effect attempt suffers a –2 penalty. Increase this penalty to –5 at 2 ranks. This advantage must be purchased separately with each specific attack it is applied to.

DEATH PROOF — COMBAT, RANKED

Select a general type of vehicle (e.g., car, jet, van, motorcycle) for each rank of this advantage. At the beginning of each round you're controlling a vehicle of the specified type, as a free action you may make a Vehicles check (DC 15 + advantage ranks) to boost the vehicle's Toughness by the number of ranks in the advantage. Failing this check requires you immediately make a crash check (see **Better Mousetrap 3e**). You may voluntarily apply fewer than your maximum Death Proof ranks if you wish to keep the required Vehicles check DC low.

New ranks may be applied to acquire new vehicle types and/or increase the existing Toughness bonus. Each new vehicle type this advantage is applied to must have its Toughness bonus increased separately.

DEDICATED DEFENSE — COMBAT

When two or more attackers target you, you may increase your active defense modifier by up to +5 against one opponent and subtract the same number from your active defense modifier versus all other attackers that round.

DEDICATION — GENERAL, RANKED (2)

Your dedication to your allegiance makes it very difficult to sway you. You receive a +2 bonus on Will resistance checks and Insight checks for any effect attempting to make you directly act contrary to the good of your Oathsworn allegiance (see the Oathsworn complication). Increase this bonus to +5 by selecting a second rank.

DEFENSIVE DRIVING — SKILL, RANKED (2)

You gain a +2 bonus to all Vehicle checks made while the target in a chase (see **Better Mousetrap 3e**). Under such circumstances, the character's skill bonus may exceed the normal PL limits. Increase this bonus to +5 by selecting a second rank in this advantage.

DEFENSIVE STRIKE — COMBAT, RANKED (2)

If an opponent attacks you in close combat and misses, you gain a +2 bonus to your attack check with your next appropriate close attack against that enemy. You only enjoy this benefit if your attack is made at your next available opportunity and you do nothing else first. You gain no bonus against opponents who do not attack you or who attack and hit you successfully (whether or not the attack has any effect). Increase this bonus to +5 by selecting a second rank in this advantage.

DEFENSIVE THROW — COMBAT

If an opponent attacks you in close combat and misses by two or more degrees of failure, you may immediate attempt to throw your opponent to the ground (trip) if they are within reach. This is a free action. Should this attempt fail, the defender may only attempt to trip you if the trip resulted in three or more degrees of failure.

DEMOLITION DERBY — COMBAT

Consider your vehicle's Toughness and current speed to both be one-quarter higher (rounded down) when purposefully ramming another vehicle, even if the result is higher than the vehicle's normal maximum speed. The speed at which the vehicle is actually moving remains unchanged by this advantage.

DEVASTATING HOLD — COMBAT

If you choose to inflict Strength Damage upon a grabbed opponent restrained by a hold, roll the grab check purely to determine if a critical hit results. Also, double the hold's usual critical threat range.

DEVOTED ALLY — COMBAT

Your strong devotion to your Oathsworn complication allegiance grants you an additional +1 modifier on aid actions for allies who share your allegiance (providing a +3 circumstance bonus rather than a +2 bonus). You also gain a +1 bonus to attack checks versus opponents with an allegiance directly opposed to your own.

DIRTY ATTACK — COMBAT

You may add your Dexterity modifier to your Damage modifier with melee attacks made against a prone opponent. All other modifiers to the attack's Damage still apply. Your maximum Damage bonus is limited by PL.

DIRTY FIGHTING — COMBAT, RANKED

You gain an edge while fighting adjacent to a foe that is benefiting from cover or concealment, or is suffering from a movement penalty. Each rank in this advantage grants you a +1 Damage bonus with melee attacks in such situations; the modifier applies against that foe or another target. Your maximum Damage bonus is limited by PL.

DISTRACTING ATTACK — COMBAT

When you make an attack, you can take a penalty of up to –5 on your attack's Damage modifier. You add this same number (up to +5) to your aid bonus while performing an aid action to help an ally. You must retain at least 1 rank of Damage in your attack (meaning it must have at least 6 ranks of Damage to fully utilize this advantage). The +5 bonus to aid does not include an aid action's normal +2 bonus, meaning you can provide up to a +7 total aid bonus (or more if additional modifiers increase the benefits of the aid action).

When used with the Distracting Attack advantage, employing an aid action requires a move action to perform instead of the usual standard action.

DIVERTING FEINT — COMBAT

You can make a whirlwind of attacks intended to distract your opponent and allow you to slip into hiding rather than cause harm. If you successfully feint a particular opponent at least twice during a single encounter, no matter what occurs between, at any point after that during that encounter you can opt to attempt a special attack against that same target. This special attack ignores the target's defenses and causes them to lose track of you.

When the required conditions are met, you can announce your intention to make a Diverting Feint. In such a situation, begin by resolving your attack normally. Your opponent then rolls a Perception check (DC 15 + the attack roll's degrees of success or subtract its degrees of failure + the number of previously successful feints you have made against that opponent during the encounter), regardless of whether your attack succeeds or fails. If this Perception check fails, the opponent loses track of you for one round, regardless of your position. You gain total concealment against this opponent until your first action in the following round. If you move away from them, you may attempt a Stealth check to further evade their notice, even if you would normally be in plain sight.

Abilities that otherwise allow the opponent to discern the location of a concealed character may cancel this advantage's benefits, as the Gamemaster determines.

DRIVING INSTINCT — SKILL

During a chase, you may attempt an Insight check (DC 10 + opponent's Vehicles ranks). If successful, you guess the pursuit maneuver (see **Better Mousetrap 3e**) your opponent will attempt next and then react accordingly. This grants you a +4 bonus to any opposing Vehicles check you make regarding the maneuver.

DUCK AND COVER — COMBAT

You are adept at making the most out of cover, increasing attack penalties against you to –3 and –7 for partial and total cover, respectively. You likewise increase the Dodge resistance check bonus cover grants you versus area effects.



EMPOWERED CRITICAL — COMBAT, RANKED (2)

Your critical hit Increased Effect bonus is raised by an additional +2 (+7 total) with a particular attack (e.g., snap

kick, battleaxe, shotgun) chosen when you acquire this advantage. Adding a second rank increases this modifier to +5 (+10 total), or you may spend an additional to apply Empowered Critical to a different attack.

Note that Empowered Critical also enhances the benefits obtained from the Added Critical advantage by +1 rank per +1 of this advantage's bonus.

ENTANGLING FEINT — COMBAT

Your feints confuse an opponent to the point where they may become entangled by their own reaction and movements. If you successfully feint against an opponent and they attempt to attack you before your next action, they must first make an Insight check (DC 15 + the feint's degrees of success + the number of successful feints you have made against that opponent during the encounter) as a free action. If the check succeeds, nothing happens. If they fail, the opponent is entangled amongst their own weapons, rendering them hindered and vulnerable for a round. The latter conditions are applied before the opponent's attack against you is resolved.

ESCAPIST — COMBAT

If you successfully escape a hold maintained by someone grabbing you, you can choose to immediately cease grabbing that opponent in turn as a free action. This stands even if you are not normally allowed to use a free action at the time (such as it not being your turn, or you having already acted during that round).

FAVORED CONDITIONS — COMBAT

You have a situation or circumstance you're especially suited for fighting under. Examples include when outnumbered, while drunk, when cornered, and so forth. While fighting under your favored condition, you gain a +2 circumstance bonus to attack checks or your active defenses—choose which at the start of each round the conditions apply. The choice remains until the start of your next round. This circumstance bonus is not limited by PL.

FINESSE ATTACK — COMBAT, RANKED

Select a particular Strength-based melee attack (e.g., uppercut, knife, a specific power) with which you can replace your Strength with your Dexterity for the purpose of determining the Damage modifier. You still use Strength for things like grabbing, the Athletics skill, attacks without this advantage, etc. Each additional rank applies this advantage's benefits to a new attack. Your total Damage modifier is limited by the campaign's PL.

Ordinary melee weapons remain limited by their Toughness in terms of the amount of effective Strength they can add when used with this advantage. This remains true even though Dexterity has replaced Strength as the relevant ability. If a wielder employs Dexterity greater than the weapon's Toughness (4 for wooden weapons, 7 or 8 for metal weapons), the weapon will not break. However, it will suffer a penalty to attack equal to the number the total Damage modifier exceeds the weapon's Toughness by. The character can choose to apply less of their Dexterity to the attack if desired. Doing so reduces both how this ability affects their attack's damage and the severity of the attack penalty suffered for exceeding the weapon's Toughness.

Someone with Dexterity 10 and Finesse Attack (Knife) attacks a target with their metal knife (Toughness 8). The attack could make full advantage of the character's Dexterity, inflicting Close Damage 11 (10 for Dexterity +1 for the knife), but suffering a –3 attack penalty for doing so because this Damage modifier exceeds the knife's Toughness by 3. Alternatively, the character could choose to only apply Dexterity 7, reducing the knife attack's Damage modifier to 8 but without any resulting attack penalty.

FINISH THEM — COMBAT

You can perform a finishing attack faster than the employed attack would normally require. Decrease the attack's required action by one step (i.e., standard becomes move, move becomes free, etc.)



FIRST STRIKE — COMBAT

You gain a +2 circumstance bonus to your Damage modifier when attacking a surprised or unaware opponent whose initiative result is lower than yours. Opponents immune to critical hits are the exception—no such bonus is gained against them.

First Strike's Damage modifier stacks with the Sneak Attack advantage (see **Better Mousetrap 3e**).

FLIPPANT DISARM — COMBAT, RANKED (2)

When you disarm an opponent with a melee weapon or unarmed attack, you send your foe's armament flying through the air to land somewhere within 10 feet of you. If you have a free hand, you may flip the weapon to yourself

and catch it by succeeding at a Dexterity check (DC 15). Success allows you to use the device following your current turn. You may also flip the weapon to someone else who is within 10 feet of the disarmed opponent, allowing them to similarly catch and use the item if they succeed at the Dexterity check.

You may also flip the object at an enemy (other than the disarmed opponent) within 10 feet of the disarmed opponent with the intent of striking them with it. Doing so is considered an attack, although it counts as your disarm action and imposes a –5 penalty to your attack check. If the attack check succeeds, treat the item as a thrown weapon; a melee weapon deals its normal damage, plus your Strength modifier, whereas other items inflict harm as though an improvised thrown weapon.

Selecting this advantage twice means you may also use this advantage while disarming with a ranged attack, allowing you to cause the item to land wherever you wish within 30 feet of your opponent. You may also attempt to catch the item, flip it to someone else, or flip it into another enemy so long as the intended destination is within 30 feet of the disarmed opponent.

Follow-Up Strike — Combat

If you score a critical hit with a melee attack, you can immediately attempt an additional melee attack against the same opponent as a free action. This follow-up attack can be any attack requiring the same action or less as that of the original attack that scored the critical hit.

You can keep attempting additional Follow-Up Strikes so long as you continue obtaining critical hits.

Grab Breaker — Combat, Ranked

Select a particular attack (e.g., snap kick, knife) when you choose this advantage, selecting a different attack with each additional rank. When an opponent attempts to grab you, if circumstances allow, you may use this attack to oppose their attempt. The attack used to do so is not a free action and requires the normal amount of time to enact. If your attack successfully strikes the opponent attempting to grab you, you may add the attack's Damage modifier to your Strength or Dodge check to avoid being grabbed.

Grabbing Parry — Combat

When you successfully use a Defend (Parry) action against a melee attack while unarmed, you can immediately initiate a grab against your attacker as a free action.

Guard Weapon — Combat

If you wield a melee weapon in each hand, with the off-hand melee weapon being smaller than your primary melee weapon (e.g., wielding a dagger and sword), you gain a +1 bonus to Parry.



Alternatively, you may make a Defend (Parry) action as a free action in the same round you make a melee attack with your primary weapon, but you only add 8 to any Parry check result of 10 or less while doing so and the attack check suffers a –2 penalty.

These benefits are only gained if the off-hand melee weapon was not used to attack that round.

GUIDING GRAB
COMBAT, RANKED (2)

You gain a +2 circumstance bonus to a Strength check to drag a restrained or bound target you have grabbed along with you as you move. Increase this bonus to +5 if you select a second rank in this advantage.

GYMKHANA
SKILL, RANKED

Select a general type of ground vehicle (e.g., car, van, motorcycle, etc.) You're skilled at getting your selected vehicle type to slide, spin, and twist around corners and obstacles through the imaginative, carefully timed application of speed and the brakes (including the parking brake). You gain a +2 bonus when trying maneuvers like weaving around obstacles, sliding/drifting around a sharp corner instead of slowing down, encircling another vehicle while keeping your own vehicle's nose pointed at the former, and more. Increase this bonus to +5 by applying a second rank to the same vehicle type. Alternatively, use additional ranks to apply this advantage to different vehicle types.

HEALING TOUCH
GENERAL

Select either Expertise: Biology (or its equivalent if you wish this advantage to apply to alien life forms, animals, etc.) or Expertise: Martial Arts when this advantage is first selected. You employ this skill to manipulate pressure points and nerves with a healing intent. By succeeding at the selected skill check (DC 15), you are able to confer upon someone else the benefit of one rank of the Healing power. This requires an entire round to perform. You can willingly increase the DC in increments of +5 and, if the check is successful, you gain an additional effective Healing rank of 1 per +5 increment. Failing the skill check means no healing occurs.

An anatomy specialization (see **Better Mousetrap 3e** for the Specialization advantage) for Expertise: Biology or chi specialization for Expertise: Martial Arts will increase that skill's effectiveness with regards to this advantage.

This advantage cannot be used on oneself.

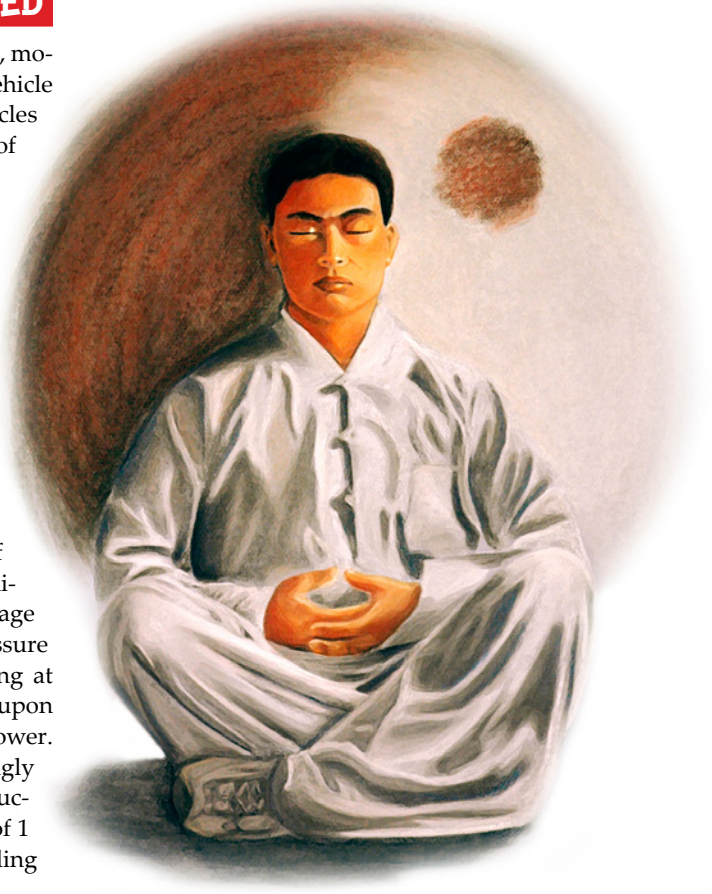
HEALING TRANCE
GENERAL, RANKED

While using the Trance advantage, you may attempt an Awareness check (DC 20) to enter a state of extreme physical harmony. Rather than affecting how long you hold your breath or fending off disease and poison, in the healing trance you recover from damage faster. Reduce the time needed to remove one damage condition while recovering by one step faster than a minute on the **Measurements Table** per degree of success rolled.

Three degrees of success on the Awareness check means you remove one damage condition per six seconds while recovering while in the healing trance.

You are aware of your surroundings while in the trance and can come out of it at any time at will. You cannot take any actions while in the trance, although the Gamemaster may allow mental communications.

You may use this advantage once per day per rank.



IMPROVED ASSESSMENT
GENERAL, RANKED

Each rank of this advantage lets you simultaneously employ the Assessment advantage against an additional opponent. To do so, other opponents must be within one's line of vision (or otherwise subject to an Acute sense), and you must make a separate Insight check for each. Each additional opponent to be assessed increases all Assessment Insight check's DC by +2.

Improved Charge — Combat

You increase the Damage modifier of a charge action by +1 per rank of distance on the **Measurements Table** father than Rank –3 (3 feet) that is traveled during the charge between your starting point and the target.

+1 to Damage if you charge at least 6 feet, +2 for 15 feet, +3 for 30 feet, +4 for 60 feet, etc.

If this bonus surpasses your Toughness modifier, however, you suffer one rank of a Damage effect upon impact.

A speedster with this advantage charges 1 mile at a target, gaining a +11 Damage modifier for doing so. The character's Toughness modifier is +6, so they suffer a Damage 5 effect upon impact with their target.

Improved Close-Quarters Battle — Combat

When using an attack under conditions for which the benefits of the Close-Quarters Combat advantage apply, halve all benefits of cover (round down) against your attack bestowed to qualifying opponents.

Improved Concealment — General

Increase the benefits you enjoy from concealment to attackers suffering a –4 circumstance attack penalty against you for partial concealment and –7 for total concealment.

Improved Covering Attack — Combat

When conducting a Covering Attack (see the Multiattack extra), the opponent must attempt a Will resistance check (DC 10 + the attack modifier). Failure imposes a –4 penalty to the opponent's attack rolls and skill checks for the rest of the round. If their roll results in three or more degrees of failure, you may attempt an additional attack against the opponent as a free action, so long as you employ the same ranged attack and the attack normally requires a standard action or less to perform.

Improved Disabling — Combat, Ranked

Increase your disabling critical threat range with a particular attack (chosen when you acquire this advantage) by 1, allowing you to score a disabling critical hit on a natural 19 or 20. Each additional rank applies to a different attack or increases your disabling threat range with an existing attack by one more, to a maximum disabling threat range of 16-20 with 4 ranks.

Improved Entangle Weapon — Combat, Ranked (2)

You have a +2 bonus per rank on attack rolls when attempting to entangle an opponent's weapon (pg 120). Furthermore, they suffer a –2 penalty to attempt to entangle your weapon in return should your attempt fail. Increase the bonus to +5 and penalty to –5 if a second rank is obtained for this advantage.

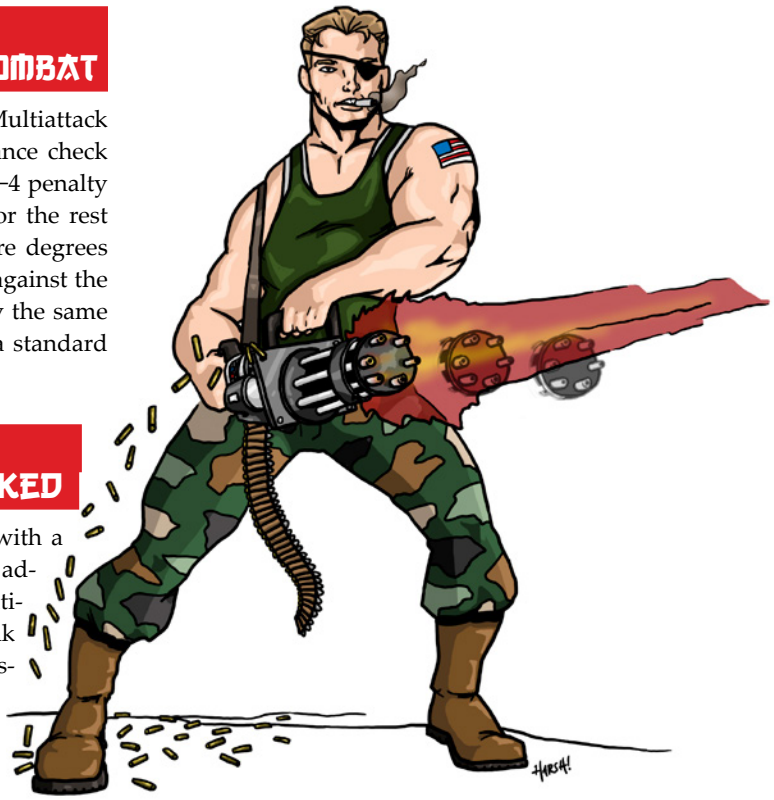
Improved Escape — Combat

Using an Acrobatics or Athletics check to escape a grab requires a free action rather than a move action.

Improved Exchange — General, Ranked

Every rank of this advantage increases by one the maximum range of modifier exchange for another advantage that grants a bonus to a modifier while balancing it with an equal degree of penalty to a second modifier. Additional ranks may be applied to the same advantage to further increase this maximum range, or it may be applied to a new advantage altogether.

Examples Applicable Advantage: Accurate Attack, All-Out Attack, Power Attack





IMPROVED JOINT LOCK — COMBAT

You are able to attempt a joint lock without the usual −2 circumstance penalty.

IMPROVED RANGED DISARM — COMBAT

You are able to attempt disarming an opponent at range without the usual −5 penalty.

IMPROVED READINESS — COMBAT, RANKED

Select a particular attack (e.g., roundhouse kick, knee, whip), and you will no longer need to define the circumstances under which you will take a ready action with that attack. This allows you to ready the attack and then act upon it under any circumstance you wish before your next initiative. Each additional rank in this advantage allows you to select another attack to apply this benefit to.

IMPROVED REVERSAL — COMBAT, RANKED (2)

You gain a +2 bonus when attempting a grab check as part of a reversal (see the Reversal advantage). This modifier increases to +5 if a second rank of this advantage is purchased.

IMPROVED TRICKING — COMBAT

You can use Deception for tricking an opponent in combat as a move action rather than a standard action.

INVITING DEFENSE — COMBAT

By creating a false opening in your defenses, you invite your foe to attack where you may better anticipate the strike. You can take a penalty of up to −5 on your initiative bonus and add the same number (up to +5) to your active defenses (Dodge and Parry). Your initiative bonus may be reduced below +0. The changes to initiative and active defenses are declared before you roll initiative and last until your next round.

IRON LIVER — GENERAL, RANKED (2)

You gain a +2 bonus to all Fortitude resistance checks against alcohol's effects. Also gained is a +2 bonus to Deception and Expertise: Acting checks made to dupe others into believing you have succumbed to the effects of alcohol. Increase these bonuses to +5 by adding a second rank of this advantage.

JOINT LOCK — COMBAT

You are able to employ the new joint lock aspect of grabbing (see pg 121).

JUST A SCRATCH — FORTUNE, RANKED

You can immediately recover, reducing any harm suffered from a failed Toughness resistance check by one damage condition. To do so, you must spend a hero point and make a successful Fortitude resistance check against that same Toughness resistance check DC. The hero point is still spent if the Fortitude check fails.

This advantage may only be used once per session, per rank.

KNOCKOUT — COMBAT, RANKED

Select a particular attack (e.g., punch, headbutt, katana, particular power, heavy pistol, etc.) per rank of this advantage. If the target fails their Toughness resistance check against the attack, they must immediately make a Fortitude resistance check against the attack's Toughness DC – 5. Failure renders them dazed, or stunned with two degrees of failure or incapacitated for three or more degrees of failure. Increase the Fortitude check's DC by +1 per additional rank beyond the first that is applied to the same attack, although this DC is limited by the PL limitation's on Toughness defenses.

If the opponent was already incapacitated, this effect does not shift their damage condition to dying. Instead, it doubles the amount of time needed to recover from the incapacitated condition.

LAST STAND — GENERAL

You can be a bloody mess, but you still find that one last ounce of strength needed to prevail. You can use *extra effort* to ignore all penalties from damage conditions during a single round.

LIE IN WAIT — COMBAT

If you have made preparations for an ambush that results in your opponent being caught unaware, during a surprise attack you are able to make use of your full amount of actions, as though during a regular combat round. This advantage does not apply if the surprise round is spontaneous (meaning it wasn't planned and prepared for).

LIGHT SLEEPER — GENERAL

You only require a single degree of success with a Perception check to awaken while asleep, and need not attempt a Waking Up personal challenge (pg 107) to do so. This means you're much less likely to be caught by surprise while sleeping. You can also act immediately upon waking instead of being dazed.

MOB — COMBAT, RANKED (5)

When you successfully participate in a qualified team attack, you add an additional +1 per rank of this advantage to the usual +2 or +5 team attack effect rank, respectively. The resulting team attack otherwise performs normally in all respects. You cannot have more than 5 ranks of this advantage.

MOBILE DEFENSE — COMBAT

You gain a +1 bonus to your active defense for every degree of success you obtain with your Athletics check for running. This bonus remains until you stop running or require another Athletics check (for running or otherwise) or Acrobatics check.

MOBILE OFFENSE — COMBAT

You gain a +1 bonus to your attack checks for every degree of success you obtain with your Athletics check for running,



or a flat +1 if you spend a move action whereby you travel a distance equal to your normal full speed or more. This bonus remains until you stop running or require another Athletics check (for running or otherwise) or Acrobatics check.

MONKEY CLIMBER — SKILL

You scale walls and other obstacles with fluid ease. You can use your Acrobatics skill in place of Athletics to climb so long as there are at least some narrow handholds, parallel walls, or even well-positioned other characters to use as jumping positions during the ascent.

MOVE-BY ACTION, ADDENDUM — COMBAT

This advantage allows you to split your movement before, between, and after the multiple attacks when and how desired if employed with the Extra Attacks effect. Of course, this is provided the total distance isn't greater than your movement speed.

MULTI-ENTANGLE — COMBAT

You may attempt to simultaneously entangle more than one armed melee weapon attack directed at you (see entangle weapon, pg 120). Use a separate attack roll for each weapon to be entangled, imposing a cumulative −2 penalty per weapon to be entangled beyond the first. All weapons to be entangled must be within reach of you and of each other.

MULTIATTACK MASTERY — COMBAT

If you attack an opponent with an effect to which the Multiattack extra has been applied, you gain a benefit from this advantage that depends upon the manner with which Multiattack is used.

Single Target

Increase the effect's resistance check bonuses to +3 and +7, respectively.

Multiple Targets

Halve the penalty, rounding down, to a minimum penalty of –1.

Covering Attack

Increase the effective rank of the attack against an opponent who ignores your cover and is subsequently successfully struck by a number equal to the attack check's degree of success.

A Ranged Damage 3, Multiattack effect being used to provide cover by someone with Multiattack Mastery would be considered Damage 5 against an opponent who ignored the covering attack and was thus struck following a resulting attack check that obtained two degrees of success.

NECK BREAKER — COMBAT

If you have successfully bound an opponent with a grab and you are capable of reaching their neck with your next action, a finishing attack with the intent to kill used against the opponent requires only one degree of success against a minion, and two degrees for other characters. This advantage offers no benefits against opponents immune to critical hits.

NOT SO HELPLESS — COMBAT

When subjected to a finishing attack you fail your Toughness resistance check for, you are allowed a Fortitude resistance check against the attack's Toughness check DC. Reduce the number of degrees of failure your Toughness resistance check resulted in by your degrees of success with the Fortitude check, to a minimum of one damage condition remaining.

OFF-PUTTING FEINT — COMBAT

The intricacies of your maneuver means a successful feint additionally penalizes that same opponent by −1 to his attack and Perception checks for one round.

PARKOUR — GENERAL

You may jump more than once per round, although you need to move at least 5 feet between such leaps; your Athletics modifier is halved for these jumping Athletics checks, however. Furthermore, instead of becoming prone from falling after a failed jump or climb check, you may catch yourself on even the most unlikely of surfaces to continue moving if you succeed at an Acrobatics check (applying climbing circumstances modifiers) against the same DC. Succeeding allows you to continue moving, although every such instance reduces your maximum movement distance for the round by 5 feet.

PUMMEL — COMBAT, RANKED

Specify a specific attack (e.g., dual punch, axe) with which you'll gain an effective +2 Damage bonus, but only for the sake of determining knockback whenever the Toughness resistance check versus the attack's damage fails by 3 degrees of failure or more. This advantage does not actually increase the attack's damage. Adding a second rank increases this knockback modifier to +5. Alternatively, ranks may be spent on selecting additional attack types.

QUICK STRIKE — COMBAT

You can take a penalty of up to −5 on your Damage modifier and add the same number (up to +5) to your initiative modifier. The changes to initiative and Damage are declared before you roll initiative and last until your next round.



Quick Throw Combat

When you make a successful grab, you may choose to initiate a throw (trip) maneuver as a free action.

Red Lining General, Ranked

Choose one of the following vehicle categories per rank of this advantage: Ground, water, air, space (or another type if the Gamemaster decides it warrants its own category, such as mecha). While operating such vehicles, you may push the engine past its normal limitations with a successful Vehicles check (10 + current movement speed rank) as a free action, temporarily gaining one bonus rank of the relevant movement power per degree of success.

Each round of red lining requires a new Vehicles check with a cumulative increase of +2 DC per round the vehicle has already been red lining.

Failure means the engine suffers extensive damage and has a 50% chance of its engine catastrophically failing and stopping outright, requiring a crash check (see **Better Mousetrap 3e**), or a 50% chance of having its top speed drop to half normal until repairs can be made. Either way, the engine can no longer red line until it is fixed or replaced.

You may select a new category of vehicles this advantage applies to with each additional rank.

Reversal Combat

If you successfully escape a grab, as a free action, you may immediately initiate a grab attempt of your own against the person who had a hold on you. If you were being held by multiple opponents, you must choose which to perform the reversal upon, and may only do so if you have escaped from them all.

Rhythm of Combat — Skill

Your tactical knowledge lets you know how well you and your friends are doing in battle by making an Expertise: Tactics check (DC 15) as a move action. If you succeed, you are aware of the number and nature of any injury and harmful conditions affecting all allies in line of sight. You can reduce this check to a free action by increasing the DC by +5.

Rough Rider — General, Ranked

Choose one of the following categories of vehicles per rank of this advantage: Ground, water, air, space (or another type if the Gamemaster decides it warrants its own category, such as mecha). While operating such vehicles, you treat tight terrain as close terrain and close terrain as open terrain (see **Better Mousetrap 3e**).

Speed Freak — Skill, Ranked

Any time you make a vehicle maneuver check to reduce your opponent's lead or increase your own lead (see **Better Mousetrap 3e**), you may voluntarily increase the DC by 5. Success grants you an additional lead to your benefit per each degree of success, but failing the maneuver check has the normal consequences. The number of leads you may gain per degree of success cannot be more than the number of ranks you have in this advantage, however.

Speed Racer — Skill, Ranked

Choose a very specific type of vehicle (e.g.: sports cars, motorcycles, jet fighters, helicopters, etc.) per rank of this advantage. When operating such a vehicle, you gain a +1 bonus to initiative and may re-roll one Vehicles check result per game session.

Steadfast — General, Ranked

Reduce knockback results against you by one rank of distance per rank of this advantage.

Strong Digger — Skill

You may use your Athletics skill to push your Burrowing power beyond its normal limitations, as per running. Any advantage or ability that has a relationship with the running aspect of the Athletics skill with regards to ground speed (e.g., Mobile Defense, Mobile Offense) works in a similar fashion with regards to Burrowing.

Strong Flier — Skill

You may use your Athletics skill to push your Flight power beyond its normal limitations, as per running. Any advantage or ability that has a relationship with the running aspect of the Athletics skill with regards to ground speed (e.g., Mobile Defense, Mobile Offense) works in a similar fashion with regards to Flight.

Strong Swimmer — Skill

You may use your Athletics skill to push your Swimming power beyond its normal limitations, as per running. Any advantage or ability that has a relationship with the running aspect of the Athletics skill with regards to ground speed (e.g., Mobile Defense, Mobile Offense) works in a similar fashion with regards to Swimming.

Stuntman — Skill, Ranked

Select a specific pursuit maneuver (pg 122, or select one from **Better Mousetrap 3e**), granting you a +2 bonus to any related skill checks. You can increase this bonus to +5 by adding a second rank. Alternatively, additional ranks may be used to select additional pursuit maneuvers.

Superior Disabling — Combat, Ranked

Select a specific attack (e.g., knife, elbow, snap kick) when you acquire this advantage. When inflicting a disabling critical hit (pg 118), you increase the Treatment skill DC by +2 per rank and increase the disabling critical hit's duration by 1 rank of time up the Measurements table per rank. Additional ranks may be applied to the same type of attack, compounding the benefits, or they may be added to a new attack.

Superior Entangle Weapon — Combat

If you successfully parry a melee weapon attack, you may immediately make an entangle weapon (pg 120) attempt as a free action if your own weapon is appropriate for doing so. The entangle weapon action is carried out normally, including the attacker getting the opportunity to entangle your own weapon.

Sweeping Strike — Combat

When you make a successful unarmed close attack, you can split your Damage modifier between damaging your opponent and applying an attack bonus to make an immediate trip attack as a free action.

An unarmed attack that normally inflicts Close Damage 4 could instead inflict Damage 1 and make a trip attack with a +3 modifier, Damage 2 and +2 to trip, or Damage 3 and +1 to trip.

You must assign at least a +1 to each while leaving at least one rank of Damage, meaning this advantage may

only be used with unarmed attacks of at least Damage 2. The trip is resolved normally, including your opponent potentially tripping you.

TAKE THE HIT — COMBAT

By electing not to actively defend against an incoming melee attack, you gain a free action that same round to make a melee attack of your own against a target within reach. This free attack must normally require a standard action or less to perform. By doing so, your active defense modifiers are reduced to +0 (or remains as is if usually a negative) for the round, and you cannot employ any advantages, powers, maneuvers, or other traits to alter your active defense modifier in any way (for good or ill) that round. Also, you cannot employ any actions that are defensive in nature in a round this advantage is used. This advantage only grants the free action if the attack succeeds in hitting you, regardless of whether it causes damage.



UNBALANCING STRIKE — COMBAT

When you hit an opponent with a melee attack, you can choose to throw them off balance rather than inflicting Damage. Your opponent makes a Dodge resistance check (DC 10 + Damage modifier). Failure means the target suffers no damage but divides their Dodge bonus during the next round by a number equal to their degree of failure +1, rounded down.

One degree of failure against an Unbalancing Strike would divide the target's Dodge bonus by 2 (e.g., 9 would become 4). Two degrees would divide it by 3 (e.g., 9 would become 3). Three degrees would divide it by 4 (e.g., 9 would be 2).

Any result of a Dodge bonus of less than 1 means the character's Dodge is reduced to 0 during the applicable round.

VEHICROBATICS — SKILL, RANKED

You may attempt an activity normally associated with the Acrobatics skill while operating a vehicle by using the Vehicles skill instead. Each rank of this advantage allows this to be performed with a specific type of vehicle (e.g., car, truck, jet fighter, speed boat). These skill substitutions only apply to skill checks involving the vehicle's performance rather than that of the people within it, and even then only if the Gamemaster determines the circumstances are suitable.

Balancing Examples: Keeping a car on two wheels atop a high tension wire or riding a motorcycle atop a garden fence.

Maneuvers Example: Jumping obstacles, using obstacles to wobble wheels over tire puncture strips without popping the tires, or sliding a motorcycle under a wire strung across a road.

Standing Examples: Popping a sliding motorcycle into an obstacle to use the impact to get the motorcycle back on its wheels.

Tumbling Examples: Managing to shift weight to get a rolling car to land right side up.

VEHICULAR SHIELD — COMBAT

While controlling a vehicle, you may attempt a Vehicles check as a move action in opposition to an incoming attack roll against you personally. If you succeed, your vehicle is automatically struck instead of you regardless of whether or not the attack roll would normally have been sufficient to strike the vehicle. Roll damage against the vehicle normally, considering it a critical hit if the attack roll would have been regarded as a critical hit against you.

WITHSTAND DAMAGE — COMBAT

When targeted by an attack, you can take a penalty of up to −5 on your active defenses (Dodge or Parry) and add the same number (up to +5) to your Toughness modifier.

Zen Strike — Combat, Ranked

Select a specific Strength-based attack for each rank of this advantage. When using this attack, you can strike at your target's pressure points to cause more pain by replacing your Strength modifier with your Awareness modifier for the purpose of determining the attack's Damage rank. Your total Damage modifier is limited by the campaign's PL.

Martial Arts Advantages

A variation of regular combat advantages, martial arts advantages are only available within a fighting style. As such, they cannot be selected without studying a fighting style that offers the advantages as part of the style's training. Because of their specialized nature, martial arts advantages have additional prerequisites that must be met before they may be purchased.

Gamemasters may allow characters to select martial arts advantages they normally wouldn't have access to in rare circumstances. For example, they may be offered as part of racial or template packages and the like, but the Gamemaster may wish to charge 2 or 3 points for doing so.

Acrobatic Fighter — Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

You may add an acrobatic aspect to a flying attack or kick combat maneuver, gaining either a +1 damage bonus or +1 active defense bonus per advantage rank. Doing so requires making an Acrobatics check against the same DC as your attack roll, +2 per rank of this advantage being applied to the attack. Choose at the start of each round how much of your bonus applies to damage and/or active defense. Your maximum damage and defense bonus is limited by the series' PL.

Failing the Acrobatics skill check means no benefit is gained and you lose your active defense modifiers until your first action the following round. Optionally, you can replace the Acrobatics check with a Close Combat or Ranged Com-



Martial Arts Advantages

Advantage Name	Benefit
Acrobatic Fighter *	Gain a damage or active defense bonus by adding an acrobatic aspect to a flying attack or kick
Aggressive Counter	You may attack after countering an opponent's effect
Anticipation	Use Insight to obtain a circumstance bonus to active defense against a single opponent
Attack Mastery *	Increase a bonus provided by another advantage by 50% when applied to an Attack Specialist attack
Bob and Weave	Roll a Close Combat or Ranged Combat (as appropriate): Fighting Style check to determine an active defense bonus
Bullet Time	Conditionally gain additional move actions from *extra effort*
Counterstrike *	If struck with a melee attack, you may make one of your own against your foe as a free action
Deceptive Attack *	Feint to add your Presence to your attack roll with the selected attack type
Deceptive Stance *	Your stance is altered to fool your opponent at the cost of the stance being more difficult to assume
Defensive Feint	Use Parry or Dodge to feint at the cost of halving that modifier for defense
Evasive Retreat *	Move when an attack misses you
Flowing Form	Switching stances is a free action and is easier
Follow-Up Hard	Follow and make another attack against a target your blow has just knocked back
Grappling Knee	Maintain a grab, hold, or lock against a prone subject using a knee
Hard Defense	Take an attack on a better-protected part of your body to gain a better chance of striking back at that opponent
Hard Grab	Attempt to catch and grab an incoming attack rather than trying to get out of the way
Hard Throw	Follow up a trip with a throw as a free attack
Iaijutsu *	You may use Close Combat: Fighting Style to improve your initiative with a specific weapon
Improved Prone Fighting	+2 damage to melee attacks made while prone
Improvised Weapon Element	You may improvise just about any weapon as a weapon element, but do so at a penalty
Kata *	+2 circumstance bonus to active defense in a round using the style's maneuvers and stances
Kata Lore *	Gain a bonus to a skill belonging to a fighting style you've applied Kata to
Know Your Enemy *	Gain a +2 initiative bonus versus an Opposing Style practitioner
Living Weapon *	You may change a specific unarmed close attack's damage from bludgeoning to slashing or piercing
Martial Balance	Use Close Combat or Ranged Combat (as appropriate): Fighting Style rather than Acrobatics for certain activities
Martial Defense	Use unarmed attacks to defend against armed attacks
Mobile Trance	You may move while in a trance
Offensive Defense	Make an attack of your own with a –4 penalty to simultaneously defend and attack
Opposing Style *	Gain various bonuses against practitioners of a specified fighting style
Passing Attack	Keep moving after attacking with a charge
Preferred Stance *	You increase any one bonus gained from a favored stance by 50% or halve one of its penalties
Shattering Blow *	Increase your damage modifier by 50% against objects while using a specified attack
Soft Defense	A successful defense allows some of an attack's damage to affect you in order to immediately perform an action against the attacker
(Style) Initiate *	You gain a +2 related (non-attack) skill checks with the selected fighting style
(Style) Master *	You may re-roll a roll related to the chosen style as per *improve roll* for spending a hero point
(Style) Stances *	You are able to use the martial arts stances appropriate to a chosen fighting style
(Style) Student *	You gain a +2 attack bonus with basic and advanced combat maneuvers of the chosen style
Stylistic Teamwork	Grant an additional +2 aid bonus to allies using a style you're an Initiate in
Up In Your Face	You gain a +2 Toughness and close attack bonus by moving in extremely close to an opponent
Warrior's Trance *	Enter a meditative state to obtain the *action* benefit of *extra effort*, possibly for a prolonged duration
Weapon Element *	Add a new weapon element to a fighting style

* These Advantages are ranked

bat (as appropriate): Fighting Style check if you also have the Martial Balance advantage (pg 77).

Aggressive Counter — Martial Arts

Prerequisite: Initiate in the respective fighting style

When you counter an opponent's effect, you do so with a degree of wildness and brutality that leaves them uncertain of what is going on, opening them up for retaliation. After successfully countering an opponent's effect, your opponent is vulnerable to the next attack you make against them so long as it occurs in the same or next round.

Anticipation — Martial Arts

Prerequisite: Master in the respective fighting style

A successful Insight check opposed by your opponent's Deception or Close Combat or Ranged Combat (as appropriate): Fighting Style skill grants you a bonus of to your active defense against that particular target. This is a free action. The circumstance bonus is +2 per degree of success and lasts until you engage someone else in combat, you or the target break off combat or switch fighting styles, or they succeed at a Deception check against you. If any of these events occur, you may attempt using this advantage again to regain the bonus. Your active defense is not restricted by the campaign's PL with regards to this modifier.

Attack Mastery — Martial Arts, Ranked

Prerequisite: Attack Specialist with the attack type, Master in the respective fighting style

You may choose to increase by half (rounded down, with a minimum increase of +1) any single combat bonus (removing penalties doesn't count) provided by one other advantage that would normally (specifically or generally) apply to your Attack Specialist attack that round. The modifier to be affected must be announced before you roll initiative. Each rank of this advantage must be applied to a new instance of the Attack Specialist advantage.

If you have Attack Mastery (Swords), Attack Specialist 2 (Swords, Pistols), Improved Initiative, and Close Attack 4, your options for the round would be to restricted to using swords if you wanted to make use of Attack Mastery. By doing so, you could further increase the normal attack bonus by +2 (Close Attack), the initiative bonus and Parry bonus by +1 each (Attack Specialist), or Initiative by +2 (Improved Initiative).

This advantage's benefits only apply if the appropriate Attack Specialist attack is used, but compounds with any other bonuses. Your total modifier remains limited by the campaign's PL.

Bob and Weave — Martial Arts

Prerequisite: Master in the respective fighting style

Your mobility and agility make you difficult to hit in combat. Make a Close Combat or Ranged Combat (as appropriate): Fighting Style check (DC 10) as a move action. If successful, you gain a +1 active defense bonus per degree of success. This bonus is lost whenever you are denied your active defense bonus, are required to make another Close Combat or Ranged Combat (as appropriate): Fighting Style check, or change your fighting stance. Your total active defense bonus remains limited by the campaign's PL.



Bullet Time — Martial Arts

Prerequisite: Student in the respective fighting style

Time seems to slow down as you spend your energy to react faster than a speeding bullet. When you use *extra effort* to gain an additional standard action, also spending a hero point allows you to make Close Combat or Ranged Combat (as appropriate): Fighting Style check (DC 20). Success means you gain an additional move action for each degree of success obtained with this check. You may exchange move actions obtained in this fashion for additional standard action on a 2:1 basis if desired.

Counterstrike — Martial Arts, Ranked

Prerequisite: Initiate in the respective fighting style

In any round you are not initiating any attacks of your own, as a free action you may immediately make a melee attack against any opponent who successfully lands a melee attack against you that same round. This is permitted regardless of whether or not the attack harms you. You are not required to perform a counterstrike attack when the opportunity allows for it, and may choose to pass on doing so against a particular foe.

You may counterstrike once for every melee attack successfully used against you, to a maximum number equal to your ranks in this advantage. A counterstrike may only be used against the opponent who hit you. Each counterstrike employed suffers a cumulative –2 attack penalty (so, –2 for the first, –4 for the second, and so on).

You cannot use this advantage if you are rendered unable to attack (if sufficiently harmed by that same attack or knocked out of range by knockback, for instance).

Deceptive Attack
Martial Arts, Ranked

Prerequisite: Initiate in the respective fighting style

Select a specific type of attack (e.g., punch, headbutt, katana, specific power, heavy pistol) per rank of this advantage. Apply a –4 penalty to a feint attempt while using this attack and, if successful, you add your Presence to the attack modifier for the attack that normally benefits from the feint.

Additional ranks allow you to apply this advantage to more attack types.

Deceptive Stance
Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

You can modify whichever stance you are assuming so that your actions will be more difficult to read. Each rank applies a –4 penalty to an opponent's *disrupt stance* and *identify stance* Close Combat or Ranged Combat (as appropriate): Fighting Style checks and *read opponent* Insight checks against you. However, each rank also increases your stance's DC by +2 when you assume it because this deception makes the stance more difficult to maintain effectively. If you wish to use this advantage after already assuming the intended stance, you must make another Close Combat or Ranged Combat (as appropriate): Fighting Style check to assume it again, in the modified form. You can also opt to assume the stance in its normal form, gaining no additional benefits from this advantage but also not requiring a check against a higher DC to assume.

Defensive Feint
Martial Arts

Prerequisite: Initiate in the respective fighting style

You may apply your Parry or Dodge modifier to a feint attempt instead of using Deception. For the rest of the round, that defense modifier is halved for the purpose of defending.

Evasive Retreat
Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

You move around the area in seemingly random patterns during combat, eluding your enemies. Every time an attack misses you when you employ the defend action, or fight from the Avoiding, Blocking, Bobbing, or Guarded fighting style stances, you can move in any direction with any movement type you are capable of. So, you can sink down into the ground if you have Burrowing after evading an attack, for example. While doing so, you may move up to (advantage rank × 5) feet or your maximum remaining movement, whichever is less.

Flowing Form
Martial Arts

Prerequisite: Master in the respective fighting style

Your training allows you to more easily switch from one fighting style stance to another, reducing all Close Combat or Ranged Combat (as appropriate): Fighting Style check DCs to do so by 5. Also, switching stances is always a free action for you, but you must declare your new stance before any other actions are taken.

Follow-Up Hard
Martial Arts

Prerequisite: Initiate in the respective fighting style

If you inflict enough damage to knock a target back with a close attack, and if you can somehow move adjacent to its new position (using *extra effort*, for example), the target may suffer extra damage as you follow with another attack. If you can move adjacent to such a target in the same round, you make another attack against that target as a free action, but with a –2 penalty. You remain adjacent to the target once the attack has been made unless you again knock it back (in which case you cannot make another Follow-Up Hard attack).

Grappling Knee
Martial Arts

Prerequisite: Student in the respective fighting style

Once you've attained a grab, hold, or lock on someone and rendered them prone, you may maintain the grab, hold, or lock with your knee. This frees your hands to act normally, although you must remain at that location to maintain your grip.

Hard Defense
Martial Arts

Prerequisite: Initiate in the respective fighting style

You move into an attack to use a harder, more damage resistant location on your body to absorb the attack rather than letting it strike where your foe intended. This also draws the attacker into a position advantageous to you. Use your Toughness modifier to attempt a Defend action instead of the usual active defense modifier. If you succeed, the attack still strikes you but its Damage modifier is reduced by 2 per degree of success and you gain a +1 attack bonus per degree of success to any close attack you make against that opponent for the rest of the round. If the hard defense fails, your opponent's Damage modifier is instead increased by 2 per degree of failure.

This advantage may only be used against the sorts of attacks you are normally able to use the defend action against.

Hard Grab
Martial Arts

Prerequisite: Initiate in the respective fighting style

You lower your defenses and allow an opponent to hit you with a close attack, meaning you do not benefit from

your Parry bonus (although a penalty still applies) against it. If the attack hits you, you attempt a grab action against the attacker as a free action, but the roll suffers a penalty equal to the attack's Damage modifier. If successful, your attacker is not allowed a resistance check that round to oppose the grab. You still suffer damage from the attack, however, although the attack's Damage modifier is halved if the grab succeeds (or full damage if the grab fails, plus increase its critical threat range by 1).

Hard Throw — Martial Arts

Prerequisite: Initiate in the respective fighting style

When you make a successful trip attack at close range, you may follow up with a throw combat maneuver (pg 143) against the same target at your full attack bonus as a free action. However, the throw's damage bonus is halved.

Iaijitsu — Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

Select a type of weapon to apply this advantage to. This weapon must be a particular type, such as sword, dagger, pistol, specific power, etc. In the round when this weapon is first drawn, you may substitute a Close Combat: Fighting Style check for the usual initiative roll. Do not add your usual initiative bonuses to this skill check.

After the weapon has initially been drawn, you roll initiative as normal until it is replaced and drawn again. You cannot sheath the weapon and draw it again during the same encounter as a means to regain this advantage for the same fight, however. This advantage represents surprise as much as it does speed and skill.

Choose a different weapon to apply this advantage to per additional rank.

Improved Prone Fighting — Martial Arts

Prerequisite: Initiate in the respective fighting style, Prone Fighting

You gain a +2 damage bonus to close attacks made while prone so long as one's opponent is not prone and is adjacent to you. This advantage's benefit doesn't apply against opponents immune to critical hits.

Improvised Weapon Element — Martial Arts

Prerequisite: Student and Weapon Element in the respective fighting style

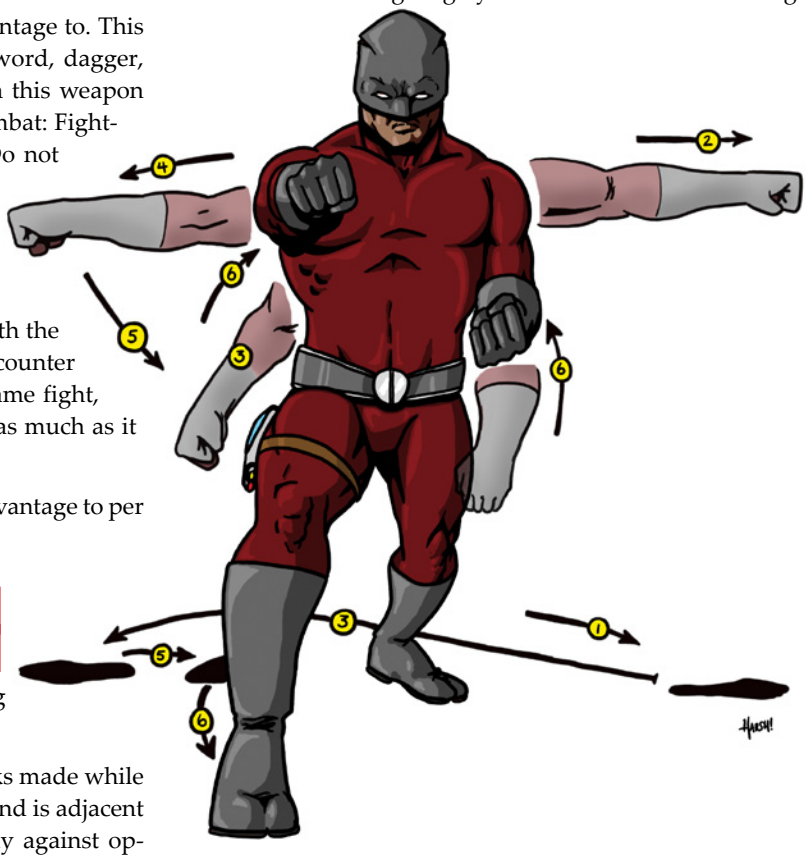
You are able to incorporate just about anything into your fighting style as though you possessed the Weapon Element advantage (pg 80) for it. The lack of actual training means you suffer a –4 attack and –2 initiative penalty while wielding such a weapon with the intention of utilizing it with your style's combat maneuvers, but at least you are able to do so.

Kata — Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

Constant practice and ritualizing the fighting style's maneuvers grants additional benefits. You gain a +2 bonus to active defense in any round in which you use one or more of the style's basic or advanced combat maneuvers and have assumed one of the style's stances other than Neutral. The bonus applies once a qualifying combat maneuver has been performed and remains for the rest of the round so long as you retain a stance belonging to that fighting style other than Neutral. Your total active defense bonus is limited by the campaign's PL.

Select a different fighting style for each rank of this advantage.



Kata Lore — Martial Arts, Ranked

Prerequisite: Master in the respective fighting style, Kata

Select a skill from amongst those required of a fighting style you have applied the Kata advantage to. You gain a +4 bonus with this skill so long as you also retain your Kata's

bonus with the appropriate fighting style during the round. This skill bonus may exceed your normal PL skill maximum.

You may apply this advantage to other skills of the same fighting style by purchasing additional ranks of Kata Lore. However, once you've selected the first rank, you cannot apply this advantage to any other fighting styles nor can you apply it to the same skill more than once.

KNOW YOUR ENEMY
MARTIAL ARTS, RANKED

Prerequisite: Student in the respective fighting style, Opposing Style

You gain a +2 initiative bonus versus anyone using an Opposing Style (see following) against you. Additional ranks may be spent on other instances of Opposing Style.

LIVING WEAPON
MARTIAL ARTS, RANKED

Prerequisite: Student in the respective fighting style

You may declare one of your unarmed close attacks to be slashing or piercing in nature rather than bludgeoning, as normal. This must be a particular type of attack, such as roundhouse kick or eye gouge.

A new attack may be selected per additional rank.

MARTIAL BALANCE — MARTIAL ARTS

Prerequisite: Initiate in the respective fighting style

By suffering a −2 penalty to the skill check, you may use the Close Combat or Ranged Combat (as appropriate): Fighting Style skill rather than Acrobatics to make *balancing*, *maneuvering*, *standing* or *tumbling* checks. You may only do so while assuming one of that fighting style's stances other than Neutral.

MARTIAL DEFENSE — MARTIAL ARTS

Prerequisite: Initiate in the respective fighting style

If using the optional rule that a regular unarmed attack cannot as effectively be used to defend against an armed attack (pg 126), this advantage now allows you to do so without penalty or detriment. If not using this optional rule and this advantage is included as one of those needed to master your fighting style, ignore this advantage's presence.

MOBILE TRANCE — MARTIAL ARTS

Prerequisite: Initiate in the respective fighting style

You may utilize the Healing Trance (pg 64) or Trance advantage (or any similar advantages devised elsewhere) while moving by succeeding at an Awareness check (DC 15) per round as a free action. No other sort of action may be taken, however. Failure means the trance has been disrupted and ends. Also, possessing this advantage reduces the Warrior's Trance advantage's Awareness check to DC 10 because the latter already incorporates movement into its trance state.

OFFENSIVE DEFENSE — MARTIAL ARTS

Prerequisite: Student in the respective fighting style

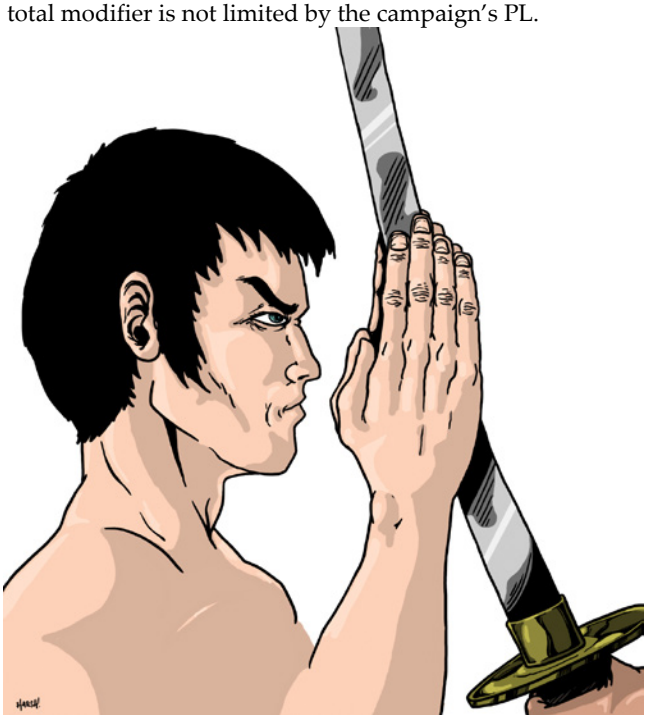
You choose to defend against an incoming close attack with an attack of your own, such as punching someone else's inbound fist. Make your attack roll using a Ready action, but the DC is your opponent's attack roll result rather than their active defense. Also, apply a −4 penalty to your attack roll. If successful, you both deliver full damage from your attack and defend against your opponent's attack. However, if your attack roll does not obtain at least 2 degrees of success, you still suffer one-half the normal damage from your opponent's attack (rounded down, with a +1 minimum) instead of defending against it fully.

Failing your offensive defense attempt means you are struck by the attack, as normal, and are defenseless for the rest of the round.

OPPOSING STYLE
MARTIAL ARTS, RANKED

Prerequisite: Student in the respective fighting style

Select a fighting style for each rank of this advantage. Not only do you instantly and automatically recognize that fighting style when employed by someone, but you also gain a +2 circumstance attack bonus against anyone doing so. This bonus also applies to your Close Combat or Ranged Combat (as appropriate): Fighting Style *disrupt stance* and *identify stance* checks, and Insight *read opponent* checks. Your total modifier is not limited by the campaign's PL.



You cannot apply this advantage to a fighting style you know, nor can you later learn a fighting style you have applied this advantage to.

Passing Attack — Martial Arts

Prerequisite: Initiate in the respective fighting style

When using the charge action, you do not have to stop when you reach your target (even while using a slam maneuver), but instead can keep moving any remaining movement allowance. You make the charge attack as you pass, applying a –2 penalty to your attack roll. You can only attack from the direction from which you initiated the charge, however. If your attack misses, you are vulnerable (even if you have Uncanny Dodge) to any attack from your charge's target until your turn the following round.

Preferred Stance — Martial Arts, Ranked

Prerequisite: Student in the respective fighting style, (Style) Stances in that fighting style

Select one fighting style stance (other than Neutral) that you favor. While assuming this stance, you improve one of its benefits by half again (with a minimum improvement of +1) or halve one of its penalties/detriments (with a maximum benefit of negating any penalty/detriment altogether). You must decide how you will benefit from this advantage at the beginning of each round Preferred Stance applies to.

You are only allowed one Preferred Stance per fighting style. New ranks may only be purchased for stances from a different fighting style. This advantage's benefits do not carry over to other fighting styles, even if the selected stance is usable in the other style. You may replace an existing Preferred Stance in a fighting style to which this advantage has already been applied, but doing so requires purchasing a separate rank and does not refund the pre-existing rank, which is considered lost.

Shattering Blow — Martial Arts, Ranked

Prerequisite: Student in the respective fighting style

Select an incredibly specific type of attack to apply this advantage to, such as punch, headbutt, katana, specific power, heavy pistol, etc. When striking an object with the appropriate attack type, increase your Damage modifier by 50% as a circumstance bonus, rounding down and with a minimum increase of +1. Your total modifier is not limited by the campaign's PL.

Soft Defense — Martial Arts

Prerequisite: Student in the respective fighting style

By moving with a successful close attack against you and accepting some of its force, you are able to draw your opponent in. A successful defense against the attack only reduces its damage by half (minimum +1) instead of avoiding it entirely but allows you to act against that attacker immediately after the attack as though you had readied an action to do so.

Unlike a normal readied action, you need not have previously declared the action. However, whatever you do must be conducted against that opponent and you must have sufficient actions remaining to perform it.

(Style) Initiate — Martial Arts, Ranked

Prerequisites: 1 rank in each of the style's skills, all style flaws at their full value, at least 1 rank in one of the style's (non-martial arts category) advantages, and one of the style's basic combat maneuvers (if any).

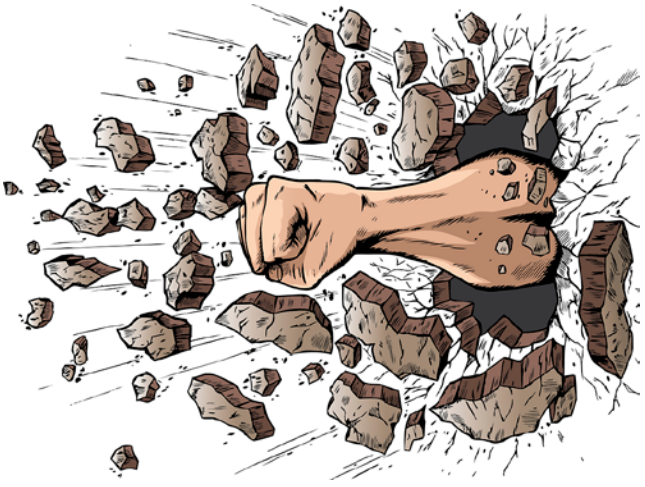
You gain a +2 bonus to any skill checks involving (Style), excluding the Close Combat or Ranged Combat (as appropriate): Fighting Style skill. This benefit applies to fighting style appropriate Expertise: Fighting Style checks and skills associated with the Check Required flaw attached to any of the style's maneuvers. This bonus compounds with any gained from the Specialization advantage (see **Better Mousetrap 3e**).

If you have more than one fighting style with overlapping maneuvers, this bonus will not compound by taking this advantage for each style.

Each additional rank allows you to apply this advantage's benefit to an additional qualifying fighting style.

(Style) Master — Martial Arts, Ranked

Prerequisites: Student advantage in the fighting style, all of the style's skills at the listed ranks, all style extras and style flaws at their full value, the (Style) Stances advantage for the style, all the style's (non-Master required) advantages, and all of the style's basic and advanced combat maneuvers (if any) at the indicated ranks.



Style Advanced Maneuver Requirements and Realism

In more realistic games, the Gamemaster may want to waive the need to take advanced combat maneuvers to select the (Style) Student and (Style) Master advantages. This is because such maneuvers tend towards the fantastic and cinematic.

Once per game session, per rank of this advantage applied to the specified style, you may re-roll any single roll/check made in relation to (Style) as per the *improve roll* aspect of hero point use without actually needing to spend one. This re-roll must be announced before the character or anyone else takes another action or the Gamemaster announces the initial roll's outcome. If the re-roll result is lower than that of the initial roll, you must retain the former.

Once this advantage is obtained, the Gamemaster may also allow you to begin altering your fighting style, effectively evolving it into your own version. Doing so means adding new advantages, basic and advanced combat maneuvers, and ridding oneself of fighting style flaws.

Additional ranks can be purchased for another qualifying fighting style instead of increasing the number of times you may use it with a fighting style the advantage has already been applied to.

You may not apply more ranks of this advantage to a single fighting style than you have Awareness (minimum of 1).

(Style) Stances
Martial Arts, Ranked

Prerequisite: Initiate in the fighting style the stances are for; Master in the fighting style to add new stances (optional)

Select a fighting style you practice for every rank of this advantage, granting you the ability to employ each style's respective stances when fighting in that specific style. Without this advantage, you cannot utilize any stances (other than Neutral) while using that fighting style's maneuvers even if you already have access to the desired stance through this advantage's application to a different fighting style.

Gamemasters may allow characters to use ranks of this advantage to add new stances individually to fighting styles to which they normally wouldn't belong, representing the character adding their own experiences to the combat discipline. This should be limited to characters that have the (Style) Master advantage for the fighting style, however, in deference to the amount of understanding one must have to alter a fighting style without detrimentally affecting it.

(Style) Student
Martial Arts, Ranked

Prerequisites: Initiate advantage in the fighting style, half the style's skills at the listed ranks, all style extras and style flaws at their full value, the (Style) Stances advantage for the style, half the style's (non-Student or –Master required) advantages, half of the style's basic combat maneuvers (if any), and at least one of the style's advanced combat maneuvers (if any) at the indicated ranks.

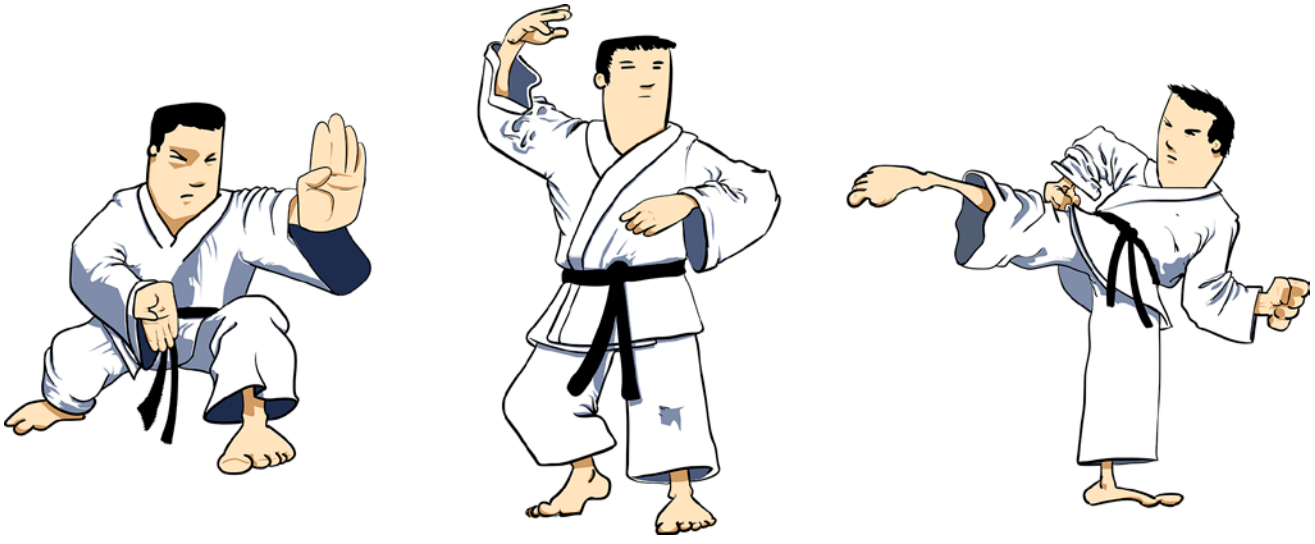
You gain a +2 attack bonus with any basic or advanced combat maneuvers from (Style), including the fighting style's basic attack (unarmed or otherwise). If you have more than one fighting style with overlapping maneuvers, this bonus will not compound by taking this advantage for each style.

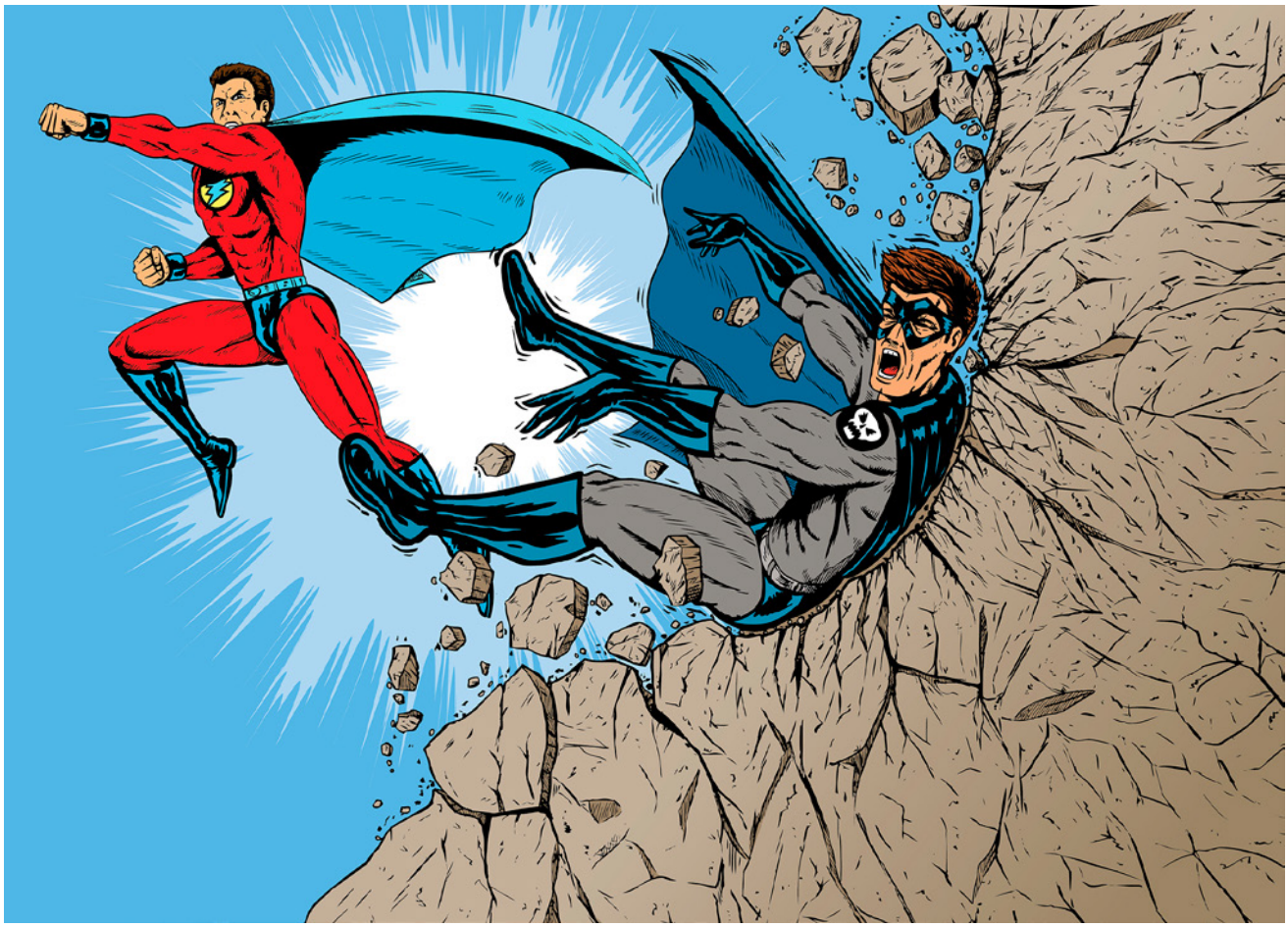
Each additional rank allows you to apply this advantage's benefit to an additional qualifying fighting style.

Stylistic Teamwork
Martial Arts

Prerequisite: (Style) Initiate

Increase by +2 any aid bonus to an ally who is using a fighting style you have reached Initiate level with.





Up in Your Face — Martial Arts

Prerequisite: Initiate in the respective fighting style

You may move to occupy the same space as an opponent, granting you a +2 Toughness bonus from that opponent's attacks and a +2 bonus to close attacks made against that opponent. These bonuses are enjoyed only if you continue to occupy that same space. Your opponent, however, gains a +4 bonus to any grab check against you while you are so close (excluding any to escape your grab against them, if applicable).

Your total attack and Toughness modifiers are limited by the campaign's PL.

Warrior's Trance — Martial Arts, Ranked

Prerequisite: Master in the respective fighting style, Trance

By making a DC 15 Awareness check as a free action, you clear your mind to reach a state of deep meditation and focus that provides you the benefits of *action*, as per *extra effort*, but without suffering fatigue. You may act while in this trance and maintain it beyond the initial round, but doing so requires an additional Awareness check per round, cumulatively increasing the DC by +2 per round the trance is maintained beyond the first. An Awareness check may also be required if you are subjected to distracting stimuli (such as being struck), likely with an additional DC modifier (at the Gamemaster's discretion).

Using this advantage requires spending a hero point, but only when activated. Additional rounds of concentration do not require additional hero point expenditures.

Failing the Awareness check means the hero point is still spent, but no benefits are gained.

Weapon Element — Martial Arts, Ranked

Prerequisite: Initiate in the respective fighting style

If using the Weapon Element option (pg 126), each rank in this advantage allows you to apply a new weapon element to one of your fighting styles. You need to purchase a new rank with each new weapon type, and the advantage must also be obtained separately for each style the character knows. In the cased of weapon-dependent fighting styles, you'll need to purchase "unarmed" as a weapon element to use any of the combat maneuvers with unarmed attacks.

4. POWERS

New Power Effects

Name	Type	Action	Range	Duration	Resistance	Cost
Communal	General	Move	Touch	Sustained	—	4 per rank
Extra Attacks	General	Standard	Personal	Instant	—	5 per rank

This chapter provides new, revised, and/or updated powers, flaws, extras, and example power builds.

NEW POWER EFFECTS

This book would not be complete without some new power effects to add to your game's repertoire.

COMMUNAL GENERAL

Action: Move • **Range:** Touch

Duration: Sustained • **Cost:** 4 points per rank

Two or more characters may pool their points together to purchase one or more power(s). Together, the contributors may then make use of this power(s), something neither can do alone. A Communal effect provides the contributors with (rank x 5) points with which to build the desired component power(s). A Communal effect's component powers cannot have more than twice the ranks of the Communal effect containing it (e.g., a Communal 5 effect cannot contain a component power build with 11 or more ranks). Each participating character splits the cost equally, although one or more must volunteer to take on the burden of any remainder. Each contributor must donate a minimum of 1 point even if the actual cost is less than this when split equally amongst them.

Multiple component powers may be built within a Communal effect, on their own or with alternate effects.

The component powers gained from a Communal effect are subject to the normal power level and series limits. You cannot, for example, acquire Enhanced Trait as a Communal effect component power to improve a trait beyond the trait's normal power level limit. The Gamemaster has the final say as to whether or not a particular use of a Communal effect is appropriate, and may veto your allocations, if necessary.

Personal range Communal effect component powers affect all participants.

The required action allows the participants to partake in an act of communion/cooperation/whatever that allows the component power(s) to activate. This will also simultaneously activate any power that is part of the Communal effect that requires a move action or less to activate. Any component power requiring longer than a move action will have to be activated separately, not counting the Communal effect's required action towards its own.

The characters must be touching at least one other contributor to activate the power. Removing even one of the contributors from this "circuit" deactivates the component power. If a component power may be activated while only some contributors are present (see the Fractioned extra), only those contributors currently participating in the power's use gain its benefits.

Improving a Communal effect and its component powers requires all the necessary points be spent at once. Each contributor must pay an equal share with, once again, any remaining point being paid by volunteers.

The contributors must decide who controls the Communal effect and its component powers before it is activated. That is to say, who determines how it is used, picks targets, and makes any required checks and rolls. Once the controlling contributor has been selected and the power activated, this choice cannot be changed without turning off and reactivating the Communal effect. Any skill, attack modifier, etc. required by a Communal effect is the average (rounded down) of those same abilities or modifiers amongst the contributors.

Chi as a Power Source/Descriptor

In simple terms, chi powers draw upon the life/spiritual energy that flows through all living things. Such powers are usually associated with a martial arts or an Eastern philosophy-based brand of sorcery. Chi is not divine in nature, but rather an aspect of the universe and its relationship with living things.

In a martial arts game, it would not be uncommon for chi to be used as a descriptor/power source for abilities that are beyond normal human capabilities.

A ***Ranged Damage 4, Fractioned*** *Communal effect component power with three contributors possessing applicable attack modifiers of +2, +6, and +8 would have a communal attack modifier of +5 (2 + 6 + 8 / 3, rounded down).*

Extra Effort & Communal Effects

Using *extra effort* with a Communal effect requires all participating contributors simultaneously utilize *extra effort* and suffer the usual consequences. Using a hero point to influence a component power requires everyone to spend the point while only gaining one benefit from doing so, as though it had been paid by an individual rather than a group. (Yes, this means all the additional hero points are effectively wasted, making the spending of hero points on Communal effects expensive). *Extra effort* may be applied to either the Communal effect or one of its component powers; applying it to the former does not also apply it to the latter.

Extras

Fortunate: Using *extra effort* with a Communal effect requires only one contributor—the one making any required checks or who is otherwise considered in control of the component power that round—pay the necessary hero point. *+1 cost per rank.*

Death and Communal Effects

Should one of a Communal effect's contributors die or otherwise become permanently inaccessible, the Gamemaster has several options for handling the situation. Depending on how the Communal effect is designed, this may also include voluntarily choosing to no longer participate in the power

Although it makes the most sense, the obvious result from forbidding the Communal effect's use is also the cruelest: the contributing characters lose all points spent on this effect Alternatively, the Gamemaster may rule the Communal effect remains inaccessible until a new contributor comes along and pays the points the absent contributor provided. Yet another option is to have the Communal effect's rank reduced by the number of points the missing contributor provided for the pool.

If the Gamemaster decides to allow the remaining contributors access to the Communal effect, regardless of the reason why, an explanation as to how this is possible will need to be incorporated into the story. Regardless of how it is done, the Communal effect's potency will be reduced by the number of points the absent contributor is no longer providing.



Communal Effects and Complications

Complications may be applied to Communal effects directly. Characters (or, in some instances, any beneficiaries of component powers) assume such complications after contributing points towards the Communal effect.

Fractioned: If one or more contributor is absent (or removed from the component power's "circuit"), the Communal effect may still be activated (or remain active). However, the Communal effect's ranks (and thus that of any component powers it provides) are reduced by the number of points (round up) the missing contributor(s) paid into the Communal effect. This is a +1 modifier.

As a +2 modifier, the Communal effect and its component powers may be operated at their full potency if at least half the contributors are participating. Each contributor less than this minimum weakens component powers as per the +1 version of this extra.

At least two contributors are always necessary to activate a component power, meaning this extra is useless if there are only two contributors in total.

If a contributor is removed or otherwise prevented from continuing their participation once a component power has been activated, all remaining contributors must succeed at a Will resistance check (DC 10 + Communal effect rank). Failure means the Communal effect is disrupted and turns off even if sufficient contributors remain to otherwise maintain it (if enough contributors remain to keep it operating, that is). *+1 or +2 cost per rank.*

Interchangeable: Contributors may attempt to change the controlling contributor without first turning off and reactivating the Communal effect component power. To do so, all contributors must succeed at a Will resistance check (DC 10 + Communal effect rank). If even one contributor fails their check, not only does the component power's focusing character not switch, but the component power is also disrupted and must be reactivated. You cannot apply this extra to the effect if the Focused flaw is already applied to it. *Flat +1 point.*

Leech: Each rank allows one character to temporarily act as a contributor to the Communal effect even if they did not actually spend any points on its construction. Doing so requires the character being leeched to lose access to as many points (rounded up) spent on their own powers as is required of the contributing share they are temporarily standing in place of.

A temporary contributor who must provide 12 points to a Communal effect they are helping fuel decides to reduce their Impervious Protection 8 power by 12 points. This temporarily reduces their power's effectiveness to Impervious Protection 2 for the duration of their contributing role.

Any checks the leeched character must make in their role as a temporary contributor do so with a −1 penalty per 5 points (rounded up) they must contribute.

A Communal effect cannot have more ranks in this extra than there are contributors, minus 2. So, a Communal effect with three contributing characters may only have one rank of this extra. This means at least two of the original contributors are always required for a Communal effect with this extra to function. *Flat +1 per rank.*

True Control: The controlling contributor solely uses their own relevant abilities (e.g., attack modifier) to control the Communal effect and component powers rather than averaging those of all contributors. *+1 cost per rank.*

Flaws

Difficult: Utilizing *extra effort* requires all contributors to succeed at a Will resistance check (DC 10 + Communal effect rank). If even one contributor fails, neither the Communal effect nor its component powers can take advantage of *extra effort* that round. *Flat –1 point.*

Focused: One contributor must be selected to always be the effect's focus when the Communal effect is created. This contributor must always take on the role of the controlling contributor,

Communal Effect Example 1

Communal 3 (Ranged Damage 5), Reach 3.

This Communal effect build costs 15 points with (4 per rank, plus 3 for Reach) to provide the Communal effect with 15 points to build powers with. It has three contributors with attack modifiers of +8, –1, and +3, respectively. This provides the controlling contributor with an attack modifier of +3. Each contributor would need to donate 5 points.

Communal Effect Example 2

Communal 5 (Burst Area Strike 10, Penetrating 5), Leach 2, True Control, Difficult, Focused, Unreliable

This Communal effect build costs 11 points (2 per rank, plus 1) to provide the Communal effect with 25 points to build powers with. It has eight contributors with attack modifiers of +3, +6, +0, +5, +12, +10, +8, and –2, respectively. This would normally provide the controlling contributor with an attack modifier of +5, but only one original attack modifier is applicable because of the True Control extra. Each contributor would need to donate 1 point, with 3 points remaining to be paid for by volunteers.

and must always be present for its use even if other contributors need not be. You cannot apply this flaw to the effect if the Interchangeable extra is already applied to it. *–1 cost per rank.*

Power Loss: Each contributor loses access to one of their individual powers while participating in a Communal effect (and possibly for some time afterward). The Gamemaster may require the lost power to be worth at least as many points as the contributor's points donated to the Communal effect. As a –2 cost per rank flaw, contributors lose access to all of their other powers while participating in a Communal effect. *–1 or –2 cost per rank.*

Resistible: If one or more of the contributors do not wish the Communal effect to be activated, they may attempt an opposed Will checks against those contributors trying to activate and use it. If they succeed, the Communal effect is inoperable, although the other contributors may attempt activating it again during the next round. (Of course, defiant contributors can also remove themselves from the proximity required to activate the Communal effect). Resisting contributors suffer a –1 penalty to their Will check per contributor who wants to activate the component power and a +1 bonus per contributor who likewise wishes to prevent this. *–1 cost per rank.*

Short-Circuit: Removing someone from a Communal effect's circuit of contributors not only deactivates the power, as normal but inflicts a detrimental effect on the remaining contributors still in the circuit. This adverse effect is built using half the points used to create the Communal effect. A Communal effect with this flaw made with 40 points, for example, could have a 20 effect short-circuit effect built using Affliction or Damage. *–1 cost per rank.*

Stationary: None of the contributors may move from their current location while participating in the Communal effect's operation. To move or be moved from that spot means that character is no longer contributing to its operation. *–1 cost per rank.*

EXTRA ATTACKS — GENERAL

Action: Standard • **Range:** Personal

Duration: Instant • **Cost:** 5 points per rank

You can make multiple attacks in a single round, allowing for a total number of attacks equal to your Extra Attacks power rank +1 (your regular attack). All additional attacks obtained via Extra Attacks are made using your normal attack modifier.

All attacks (including your regular attack for the round) must be made with the same weapon, attack method (e.g., fighting style), qualifying Combo Element, or power. However, they need not be directed at the same target. You cannot move more than a single step (typically up to 5 feet) between each of your attacks unless you have the Move-by Action advantage. Your full movement can never exceed your normal speed.

Extras

Mobility: You may sacrifice one of your extra attacks to move an additional 5 feet. The total distance in a single round obtained this way cannot exceed half the distance you may normally move in a single move action. *Flat +1 per rank.*

Quick Combo: Each rank of this extra allows you to apply a Combo Element (pg 91) to a specified, qualified combat maneuver or power that does not already have the Combo Element extra. These benefits only apply when such actions are taken using the additional attacks provided by this effect, however. If the selected combat maneuver is comprised of multiple effects or alternate powers, you must select just one of these elements per choice provided by this extra.

These attacks may be used in any combination and order. However, all acquired Combo Points (pg 87) are lost if you then use an attack that does not have either the Quick Combo or the Combo Element extras before using said Combo Points. *Flat +1 per rank.*

Quickened Charge: Once per round, you may spend one of the additional attacks provided by this effect in conjunction with a charge, effectively making the charge a free action. This may only be performed if all the attacks employed during the round have a Close range. *Flat +1 per rank.*

Flaws

Activation (Move Action): Applying this flaw means using Extra Attacks requires an entire round. *Flat –1 per rank.*

Chain: Every maneuver in the series of attacks is dependent on the one that came before it. This means if any of the extra attacks (even the first) misses their intended tar-

Extra Attacks and Takedown

Extra Attacks can be tremendously useful when combined with the Takedown advantage (and similar advantages), which grants additional attacks when you incapacitate an opponent. A character with both could attack, incapacitate an opponent, use Takedown, incapacitate another enemy, use Takedown again and fail to incapacitate the target, but then move on to their second attack for the round (from Extra Attacks), and so forth. Extra Attacks/Takedown characters can be "one-person armies," able to take on huge groups of opponents at once.

If the Gamemaster is okay with this happening, then leave things as is. However, if allowing such Extra Attacks/advantage combinations seems like it is exploiting the rules, simply disallow it. Gamemasters should rule that the character is either able to make use of Takedown (or a similarly exploitive advantage) or the Extra Attacks effect, but not both in the same round.

Extra Attacks and Game Balance

The designers of the original core game rules were very careful to limit the means by which characters attack during a round, and how many times they may do so. Altering this baseline can have dramatic repercussions on gameplay, especially while employing other products containing characters designed without this power being available.

Although Extra Attacks can be a useful aspect of a martial arts oriented campaign, it is not essential. You should only add it to your games after careful consideration and caution. The potential to exploit the rules by using Takedown and Extra Attacks together, for example, could be considered disastrous by some Gamemasters. As such, this possibility is something to be considered when deciding whether the Extra Attacks power effect will be allowed in your game.

gets, your attacks end and you are denied use of this power for the rest of the round. The power still uses the required amount of actions, however. *–1 cost per rank*.

Declining: Every extra attack following the first suffers a cumulative −5 penalty to attack. This means the second attack would have a –5 modifier, the third –10, and so on. *–1 cost per rank*.

Dispersed: Every extra attack following the first suffers a cumulative −4 penalty to the character's Initiative result, meaning each attack must be performed at an increasingly declining point in the initiative order. This may provide opponents the chance to make attacks against the character between the Extra Attack uses. *–1 cost per rank*.

Limited: This flaw may be used to restrict this power's benefits to only being possible while employing specified types of attacks, powers, etc. This flaw should only be allowed to limit use to a particular fighting style if the character has more than one of the latter, though. *–1 cost per rank*.

New Power Builds

The following are example power designs that are ideal for a martial arts campaign.

More power builds, which are less general in nature, may be found in **Combat Maneuvers** (pg 136).

Analyze Style

Perception Ranged Affliction (Resisted by Will; Vulnerable, Defenseless), Insidious, Subtle, Conditions Limited to Your Attacks, Limited Degree • **2 points, plus 1 point per rank**

By observing and analyzing a foe's fighting style and technique, you can find weaknesses you can exploit to your advantage. If the target fails to resist, you gain an advantage due to the drop in the target's active defenses. This remains until the target manages to cover the opening by realizing (through defensive fighting skill) what you are doing.

A variant form of this power may impose different conditions, such as Impaired and Disabled.

Blind Fighting

Senses 2 (Accurate Hearing) • **2 points**

You have trained to move and fight without the use of your eyes, allowing you to more easily deal with darkness, blindness, and foes concealed from you in various ways using only your ears. Some users of this technique are actually blind, compensating with this power for their fighting skills.

Alternate Blind Fighting Build

A slightly less expensive (and cinematic) version of the Blind Fighting power is **Enhanced Precise Attack** (Close, Concealment). Unlike the other version of Blind Fighting, this does not affect ranged attacks or awareness of your surroundings, however.



New Power Builds

Name	Type	Action	Range	Duration	Resistance	Cost
Analyze Style	Attack	Standard	Perception	Instant	Will	2 points, plus 1 per rank
Blind Fighting	Sensory	None	Personal	Permanent	—	2 points
Catfall	Movement	Free	Personal	Sustained	—	2 points
Chi Balance	General	Standard	Close	Instant	—	2 per rank
Chi Focus	General	Free	Personal	Concentration	—	Varies
Chi Sense	Sensory	None	Personal	Permanent	—	1 point
Combat Awareness	Sensory	None	Personal	Permanent	—	1 point
Combo Finish	General	Standard	Personal	Sustained	—	3 points per rank
Detect Ley Lines	Sensory	None	Ranged	Permanent	—	4 points
Drawn from the Earth	Attack	Standard	Close	Instant	Will	Varies
Eagle Eye Aim	General	Free	Personal	Permanent	—	1 point per 2 ranks
Empty Mind	Attack	Reaction	Personal	Instant	Will	4 points per rank
Feather Step	Movement	Free	Personal	Sustained	—	2 points
Ley Line Stepping	Movement	Move	Rank	Instant	—	2 per rank
Ley Line Visions	Sensory	Move	Rank	Sustained	—	1 point, plus 3 per rank
Mystic Invisibility	Sensory	Move	Personal	Sustained	—	2 points
Phantom Path	General	Free	Personal	Concentration	—	8 points
Possess Object	Control	Standard	Close	Sustained	—	16 points, plus 2 per rank
Second Wind	General	Triggered	Personal	Instant	—	1 point, plus 1 per rank
Sense Aggression	Sensory	None	Personal	Permanent	—	2 points
Shadow Stepping	Movement	Move	Rank	Instant	—	1 point per rank
Skillful Invisibility	Sensory	Free	Personal	Sustained	—	1 point
Stance of the Earth Dragon	General	Move	Personal	Sustained	—	–2 points, plus 1 per 3 ranks
Tree Stepping	Movement	Free	Personal	Sustained	—	2 points, plus 1 per rank
Walk the Sky	Movement	Free	Personal	Instant	—	–1 point, plus 1 per rank
Wall Running	Movement	Free	Personal	Sustained	—	1 point
Water Walking	Movement	Free	Personal	Sustained	—	2 points, plus 1 per rank

Catfall

Effects: Enhanced Instant Up; Movement 1 (Safe Fall), Limited to Distance Rank 0 • **2 points**

Training and technique allow you to easily land on your feet after a short fall and to twist, tumble, and roll so you suffer no harm in the process.

Chi Balance

Effects: Healing (Chi) • **2 points per rank**

Manipulating trigger points and meridians while using your own internal energy allows you to balance and align a patient's energies to treat and cure various maladies. Healing modifiers like Energizing, Persistent, and Restorative are common for this power.

Suggestions

Check Required (Flaw)

Adding this flaw represents the need for an Expertise: Martial Arts, Will, or similar check to maintain the focus necessary to heal. *Flat –1 point per rank.*

Quirk (Flaw)

A Quirk involving the treatment taking at least 10 minutes (making it usable only outside of action time) may be in order. *Flat –2 points.*

Chi Focus

Effects: Enhanced Trait, Concentration • **Varies by Trait**

By focusing your internal energy through meditation techniques, you can enhance your abilities in different ways.

Common chi focus traits include Strength, Stamina, Agility, and Awareness, along with Fortitude and Will. If you can enhance different traits, but not all at once, make the additional traits Alternate Effects of the first.

Suggestions

Check Required (Flaw)

Adding this flaw represents the need for an Expertise: Martial Arts, Will, or similar check to maintain the trait enhancement. *Flat –1 point per rank.*

Fades (Flaw)

Add this flaw to further limit how long the Enhanced Trait remains operational. *–1 cost per rank.*

Chi Sense

Effects: Senses (Chi Awareness [Mental]) • **1 point**

You are able to sense chi around you.

Suggestions

Danger Sense (Effect)

Adding this sense means your awareness of chi allows you to detect the intention to inflict harm or similarly aggressive pulses through the surrounding chi. *Flat +1 point.*

Combat Awareness

Effects: Senses 1 (Danger Sense [Visual]) • **1 point**

You are hyper-aware of your surroundings, making you particularly sensitive to potential threats. You have a fair chance of avoiding surprises and ambushes others might walk into.

Suggestions

Check Required (Flaw)

Adding a Perception or Fighting Style-oriented Check Required flaw makes this ability more reliant upon the character's talents. *Flat –1* point *per rank.*

Combo Finish

Effects: Variable (Attack Traits), Limited Effect Selection, Limited by Consecutive Combo Elements, Limited by Need to Obtain Combo Points, Limited to a Single Power Build • **3 points per rank**

You can build up a devastating consequence for a series of successful attacks. You are afforded (rank x 5) points to purchase a Combo Finish effect. A Combo Finish may only be used if you have gained some Combo Points (see the Combo Element extra, pg 91, and advantage, pg 59) equal to twice your Combo Finish ranks.

Your Combo Finish power may be unleashed on the first available standard action once you have met the Combo Point requirements. You may possess different Combo Finish powers with different costs—you decide which one to unleash if you have the necessary Combo Points for more than one.

Any remaining Combo Points after you use a Combo Finish are lost.

This Combo Finish attack must be a single power build with one or multiple effects but cannot contain separate powers or an array. It cannot purchase ranks in another Combo Finish, a device, Extra Attacks, Summon, power effect with the Area extra (although some Gamemasters may allow the latter in more cinematic or super-hero oriented games), or any other power the Gamemaster determines is inappropriate for a Combo Finish attack. Also, a Combo Finish must be its own power, and cannot be a component in another power build or part of an array.

A Combo Finish effect must include at least one power effect that involves an opposed check, attack, or the target making a resistance check—it must impose some form of effect on the target.

Combo Actions

A character gains Combo Points by successfully using a power with the Combo Element extra (pg 91) or advantage (pg 59. Employing such a trait is known as using a Combo Action.

A Combo Action always has a particular target and involves a resistance check or opposed roll. The Combo Action is considered successful for the purpose of gaining Combo Points if the target is struck and must make a Toughness, Fortitude, or Will resistance check (respectively) in response. This is regardless of whether the resistance check succeeds or not.

Accumulating Combo Points

A character gains one Combo Point if a single degree of success is obtained with a Combo Action, whether the Combo Actions are made against the same or different targets. Double the Combo Points per degree of success after the first (i.e., two points for two degrees of success, four points for three degrees, eight points for four degrees, etc.)

You can continue to increase your accumulated Combo Points by completing Combo Actions in successive, unbroken rounds. A character loses *all* their accumulated Combo Points if, by the end of the current round, they have not succeeded at a Combo Action.

Retaining Combo Points

If, for some reason, you need to hold your accumulated Combo Points until a better opportunity to use them presents itself, you may attempt to do so. As a free action, you can keep your accumulated Combo Points without further accumulation for a round with a successful (DC 10 +1 for every consecutive round) Will resistance check. You can only attempt the resistance check if you have obtained enough Combo Points to unleash at least one of your Combo Finish powers. Otherwise, you must continue accumulating points or risk losing them, as normal.

Alternatively, the character can spend a hero point at any moment during the round to retain accumulated Combo Points that should be lost due to an inability to complete a successful Combo Action. Doing so allows them a single round to perform non-Combo Actions or make up for failed Combo Actions.

Detect Ley Line

Effects: Senses 5 (Detect Geomancy Energy [Mental], Accurate, Radius, Ranged), Expertise: Geomancy Check Required • **4 points**

You are able to sense Ley Lines and other sources of geomantic energy.

Draw From the Earth

Effects: Enhanced (Selected Geomancy Trait), Fades; Weaken Geomancy Traits (Resisted by Will), Affects Objects, Broad, Expertise: Geomancy Check Required • **points Varies (Weaken aspect is –1 point, plus 3 points per rank)**

You are able to draw geomantic power from a Ley Line or similar source of such energy to fuel a geomancy-oriented trait.

Suggestions

Area (Extra)

Adding an area to the Weaken aspect of this power build allows you to draw from more sources of geomantic energy. *+1 cost per rank*

Ranged (Extra)

A ranged Weaken would allow you to draw geomantic energies at a distance. *+1 cost per rank*

Eagle Eye Aim

Effects: Enhanced Close Attack *or* Enhanced Ranged Attack, Limited to Countering Hit Location Penalties, • **1 point per 2 ranks**

You are capable of striking specific parts of your target more easily.

Suggestions

Activation (Flaw)

This flaw indicates a bit of time is needed to prepare oneself for aiming. *Flat –1 or –2 points*.

Enhanced Close Attack or Ranged Attack (Effect)

Adding this missing counterpart to this ability makes it usable up close or at distance. *+1 cost per rank*.

Empty Mind

Effects: Perception Ranged Affliction (Resisted by Will; Danger Sense Impaired, Danger Sense Disabled, Danger Sense Unaware), Reaction (Would Normally Trigger Danger Sense), Instant Recovery, Limited to One Sense • **4 points per rank**

By emptying your mind of all motive and premeditation, you may better your chances of surprising an opponent sensitive to your aggressive intentions.

Suggestions

Subtle (Extra)

Adding this extra means the character with danger sense will not be aware that their ability is being countered. *Flat +1 or +2 points*.

Limitation (Flaw)

If you like, the existing Limitation may be altered so that it affects all mental senses. *No cost change*.

Feather Step

Effects: Movement 2 (Trackless, Water-walking), Limited to Solid Surfaces • **2 points**

You can stand on surfaces that usually would not support your weight, like a thin tree branch, sheet of paper, or the top of the snow, without sinking or damaging the surface. You are able to move normally while doing so.



Ley Line Stepping

Effects: Teleport, Accurate, Medium (Ley Lines) • **2 points per rank**

You are able to teleport from one spot on a Ley Line to another.

Suggestions

Check Required (Flaw)

Adding this flaw represents the need for an Expertise: Geomancy check to activate the ability. *Flat –1 point per rank.*

Ley Line Visions

Effects: Remote Sensing (Visual, Auditory), No Conduit, Subtle 2, Activation (Move Action), Limited to Upon Ley Lines • **1 point, plus 3 points per rank**

You can project your presence to anywhere along a Ley Line within your range of influence to look and listen about as though you were actually present there.

Suggestions

Check Required (Flaw)

Adding this flaw represents the need for an Expertise: Geomancy check to activate the ability. *Flat –1 point per rank.*

Mystic Invisibility

Effects: Visual Concealment 2 (Normal Sight), Activation (Move Action), Awareness Check Required • **2 points**

You are able to make yourself invisible to normal vision Using chi manipulation, extreme concentration, spiritual enlightenment, etc. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.

Suggestions

Concealment (Effect)

Increasing to Visual Concealment 4 (All Visual Senses) is an option worth considering. *Plus 2 ranks at 1 point each* (*plus 2 points total*).

Phantom Path

Effects: Insubstantial 3, Concentration, Bungling *, Limited to Still Suffering Physical Damage • **8 points**

You can walk through walls by focusing your chi.

* See **Better Mousetrap 3e**

Suggestions

Activation (Flaw)

Add this flaw if a moment of preparation or transition is required. *Flat –1 or –2 points.*

Affects Insubstantial (Extra)

Add this extra to your Strength if you wish to be able to lift things and make unarmed attacks while insubstantial. *Flat +1 or +2 points.*

Bungling 2 (Flaw)

You can make this ability yet harder to control. *Flat –2 points.*

Possess Object

Effects: Summon Animated Object, Controlled, Limited to Available Objects; Insubstantial 4 (Affected by Magic), Limited to Merging with Possessed Object • **16 points, plus 2 points per rank**

You may merge your form into that of a single, narrowly defined type of object to be indicated when this power is chosen. You may take control of the object and move it about as though it were your body.

Suggestions

Feedback (Flaw)

Even though you inhabit the possessed object, this flaw means you are harmed by the damage the object sustains. *–1 cost per rank.*

Heroic (Extra)

Apply this extra to create a possessed object that is sturdier and more representative of a possessing hero's or villain's capabilities. *+2 cost per rank.*

Limited by Size (Flaw)

You are limited to only possessing objects that are as big as you or larger. *–1 cost per rank.*

Limited by Material (Flaw)

The type of object you may possess is limited to a particular material. *–1 cost per rank.*

Variable Type (Extra)

This extra is useful for representing a power that has a broader than standard scope, such as expanding the power's range to Possess Toys rather than merely Possess Army Men. *+1 or +2 cost per rank.*

Second Wind

Effects: Healing, Triggered 1 (When Suffering 2+ Degrees of Damage), Limited to Self • **1 point, plus 1 point per rank**

Your determination, willpower, and perhaps internal energy allow you to shake off the effects of damage and keep fighting. Once you have used your Second Wind in a conflict, you cannot use it again until you have had an opportunity to rest ("resetting" the Trigger modifier).

Sense Aggression

Effects: Senses (Detect Aggression [Mental], Ranged) • **2 points**

By focusing your chi outwards, you can sense potential attackers via their aggressive feelings and intent.



Suggestions

Accurate (Extra)

You can use someone's aggression to target them. *Flat +2 points.*

Activation (Flaw)

You need some time to focus on this ability to sense aggression. *Flat –1 or –2 points.*

Shadow Stepping

Effects: Teleport, Medium (Shadows) • **1 point per rank**

You are able to step into one shadow large enough to conceal you and exit through another nearby.

Suggestions

Activation (Flaw)

A bit of time is required for passing between the shadows. *Flat –1 or –2 points.*

Change Direction (Extra)

Useful for stepping out of the shadow in the direction it is falling upon a surface rather than that which you entered the shadows facing. *Flat +1 point.*

Easy (Extra)

If you want the transition between shadows to truly be as effortless as stepping between them, this extra is essential. *+1 cost per rank.*

Skillful Invisibility

Effects: Visual Concealment 2 (Normal Sight), Blending, Stealth Check Required • **1 point**

Training and experience have allowed you to become practically invisible, within limits. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.

Stance of the Earth Dragon

Effects: Enhanced Acrobatics *or* Athletics, Activation (Move Action), Expertise: Geomancy Check Required, Limited to Resisting Knockback and Trip Attacks • **–2 points, plus 1 point per 3 ranks**

By merging your essence with that of the earth, you can resist forces attempting to move you.

Tree Stepping

Effects: Flight, Subtle 2, Limited to Upon Tree Branches, Roof Beams, etc. • **2 points, plus 1 point per rank**

You can lightly run through a tree's branches and the like nearly as well as you can move across solid ground.

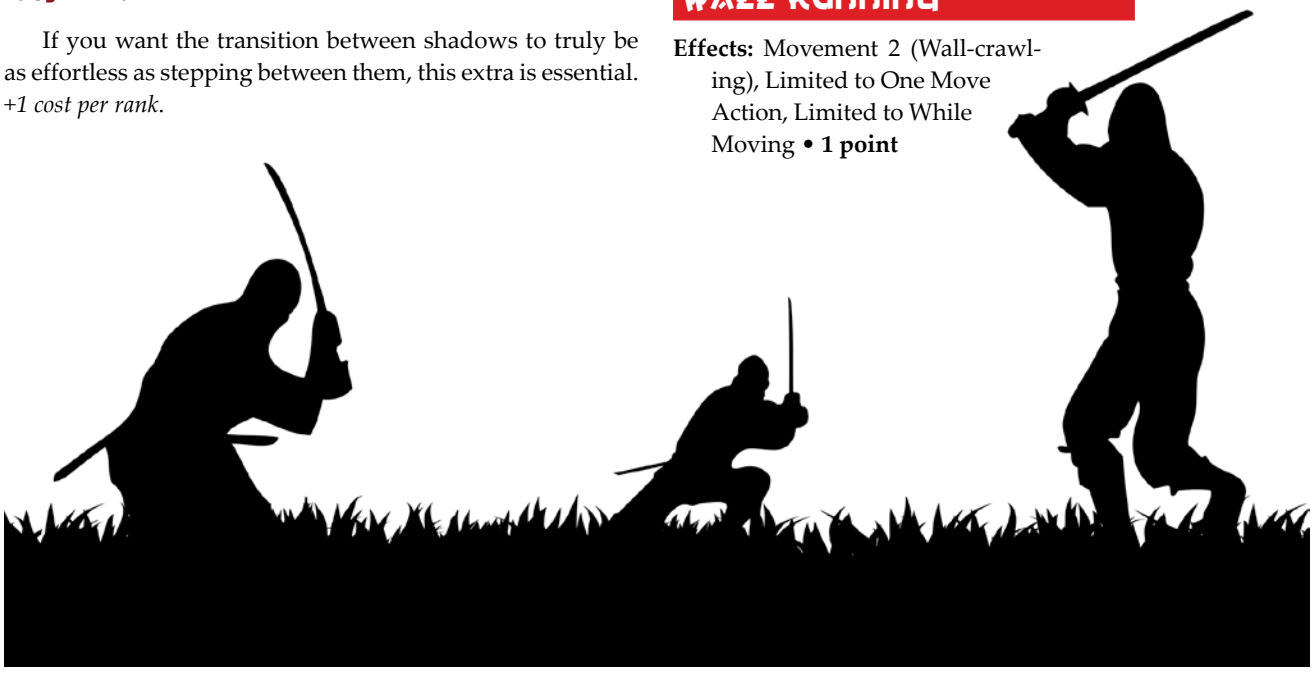
Walk the Sky

Effects: Leaping, Acrobatics Check Required • **–1 point, plus 1 point per rank**

You are able to leap to incredible heights and distances. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.

Wall Running

Effects: Movement 2 (Wall-crawling), Limited to One Move Action, Limited to While Moving • **1 point**



You can run short distances up or along vertical surfaces like walls. You can only do so while moving (you cannot stand still on a vertical surface) and only for one move action, after which you must move to a horizontal surface or fall. With an Acrobatics check, you can run up a wall, then kick off and flip over and behind a pursuer to catch them by surprise. Treat this as a use of Agile Feint.

Water Walking

Effects: Flight, Subtle 2, Limited to Upon Calm Liquid Surfaces • **2 points, plus 1 point per rank**

You can lightly run across the top of calm water and similar surfaces as well as you can move across solid ground.

New Extras

Many of the extras found here may not be ideal for higher-powered, cinematic or four-colored style games. They are best suited for games revolving around martial arts or street-level action. Gamemasters use your judgment when deciding which to permit in your game.

Ammunition

+0 or +1 cost per rank

The power effect to which this extra is applied is meant to represent a special form of ammunition that cannot be effectively used on its own. This could be a gimmick arrow that needs a bow or an enhanced bullet fired from a regular gun. As such, use the range of the weapon the power effect is fired from rather than that of the power this extra is applied to. You must indicate the specific type of weapon (e.g., bow, crossbow, heavy pistol) the ammunition operates in.

This extra prevents power effects of radically different ranks from resulting in equally disparate ranges that don't conceptually make sense. This can occur, for example, when creating a gun that fires one type of bullet much farther than another just because one bullet type causes more harm than the other. If the ammunition is intended to have a different range from that of the device that uses it, such as with a rocket-propelled crossbow bolt, don't apply this extra.

A light pistol (Damage 3) normally has a range of 75/150/300 feet. Firing armor piercing rounds built as Damage 2, Penetrating 2 would normally mean the pistol's range is reduced to 50/100/200, but that doesn't make sense for the power build. The bullet penetrates a target better, but shouldn't be incapable of traveling as far because it causes less damage. Building the armor piercing rounds as Damage 2, Ammunition (light pistol), Penetrating 2 would have the same cost as the former build, but allows it to retain the light pistol's 75/150/300-foot range.

Note: You may wish to apply this extra to the various types of ammunition presented in Chapter 6 of **Better Mousetrap 3e**. Doing so does not affect their point value.

This extra normally counts as a +0 modifier but increase it to +1 cost per rank if Ammunition allows the power to double (or more) its normal range.

The Damage 2, Ammunition (light pistol), Penetrating 2 armor piercing bullet from the previous example has a +0 Ammunition modifier. If it were Damage 1, Ammunition (light pistol), Penetrating 1, Ammunition would be a +1 cost per rank modifier because a light pistol has more than double a Damage 1 power's range.

Combo Element

Flat • 1 point

If the Combo Element's power works successfully against its target, you are granted a certain number of Combo Points (pg 87) towards performing a Combo Finish.

You cannot assign this extra to powers with a Personal range unless the effect can influence others. You can only assign this extra to actions that entail opposed checks, attacks, or the target making a resistance check—it must impose some form of effect on the target.

Conductor

+1 cost per rank

Designate a medium through which the Close power can be transmitted. The medium can be a general type of item, substance, or an environmental condition. For example, this extra could allow for a shocking strike that can travel through (not surprisingly) electrical conductors or a hero who can sap his victims' Awareness through any kind of sword.

In addition to the usual mode of delivery, a power with a conductor extra can travel through the medium in any direction and through any obstacle (so long as it does not block the medium) up to a maximum range of (power rank x5) feet. This applies even if the target is behind cover. To do so, the medium must touch both your power's source (typically your character) and the target. You must also be able to perceive the target using a sense that is either acute or accurate (unless the power has an area extra as well, that is, at which point). If the medium is a weapon, a successful normal attack with it can be used to discharge the power.

Critical Trait, Addendum

This extra, which appeared in **Better Mousetrap 3e**, can only be applied to Enhanced Traits that do not normally benefit from a critical hit, and thus the Increased Effect aspect of a critical hit. It is intended to replicate an Increased Effect outcome with traits that do not normally enjoy such a result. Instead, see the Empowered Critical advantage (pg 61).

New Extras

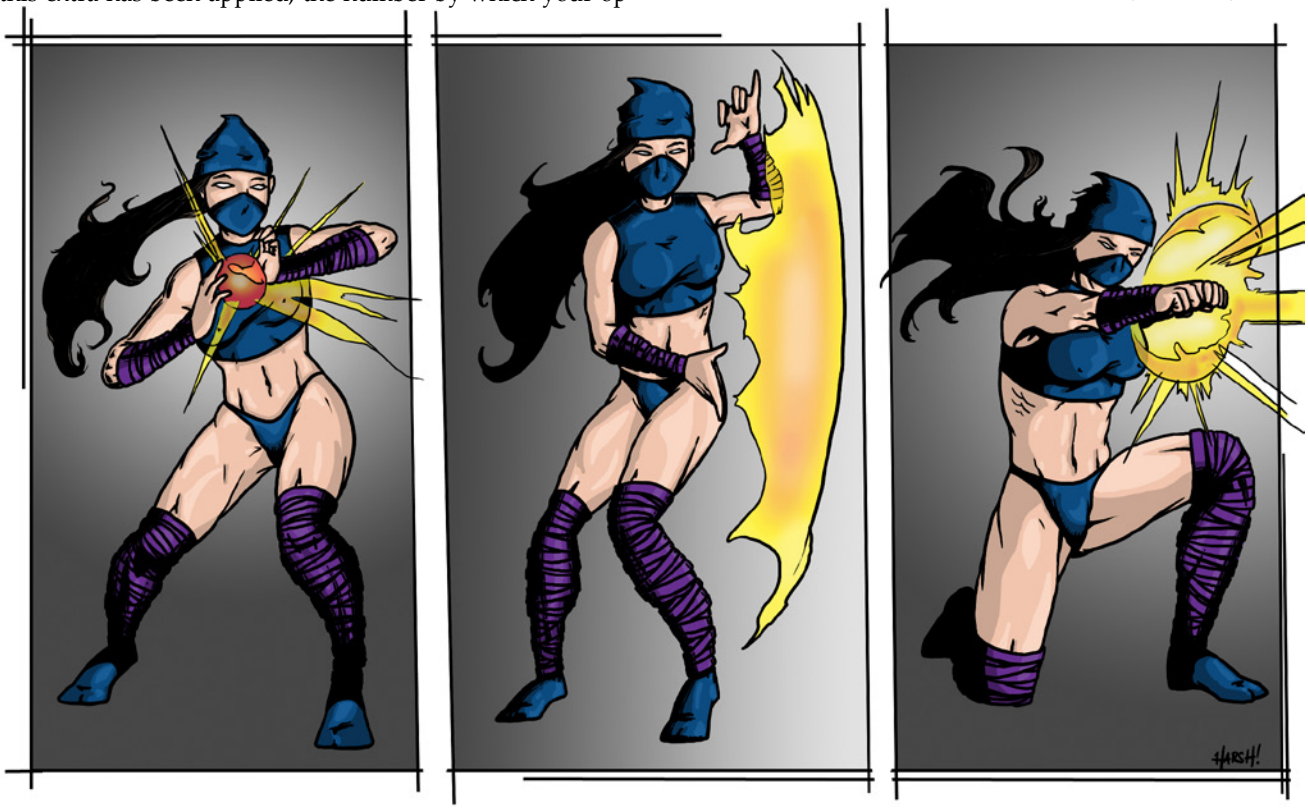
Name	Effect	Cost	Description
Ammunition	—	+0 or +1 per rank	Powers built as ammunition retain the weapon's range regardless of the ammunition's ranks.
Combo Element	—	1 flat point	Allows a power to accumulate Combo Points.
Conductor	—	+1 per rank	A touch effect may travel through a medium.
Critical Trait, Addendum	Enhanced Trait	1 flat point	Clarifies which Enhanced Traits this extra may be applied to.
Diminishing Counter	—	+1 per rank	Failed counter attempts may still reduce a power's effectiveness.
Improved Counter	—	1 flat per rank	Effect may counter one additional descriptor.
Overwhelming Counter	—	1 flat per rank	Some of a countering power may surge to affect your opponent.
Partial Resistance	—	+1 or +2 per rank	A successful resistance check halves the effect's ranks rather than avoiding the effect outright.
Pinball	—	+1 per rank	Ricochet's bounce inflicts its effect on the ricochet surface.
Potent	—	1 flat per rank	Increase an appropriate effect's resistance check DC by 1 per rank without otherwise increasing the effect's influence.
Proficient	—	1 flat per rank	+2 power check bonus per rank.
Recoverable	Deflect, Others	1 flat point	Allows a Ricochet effect to be recovered.
Stacking	—	+1 per rank/1 flat per rank	Additional uses against the same target increase the effect's resistance DC

Diminishing Counter

+1 cost per rank

Even if your power proves too weak to counter another power completely, it still provides a small degree of protection by sapping the energy from the other power. When you fail to counter a power using one of your own to which this extra has been applied, the number by which your opponent's effect check to resist the counter exceeded yours, plus one, becomes the attacking power's new rank limit (to a maximum of its normal, full rank). This reduced rank applies to that use if the affected power has an instant duration, or for one round if its duration is longer.

If countering a **Ranged Damage 6** *attack with a* **Ranged Damage 4, Diminishing Counter** *attack of your own, you*



and your attacker both roll an effect check. If you roll a 12 and your opponent gets a 15, your counter attempt would normally have been ineffective. However, because your countering attack has the Diminishing Counter extra, you have at least managed to reduce the attack to 4 ranks (15 – 12 = 3, + 1 = 4). If the opponent's effect roll had been 18 or higher, their attack still would have struck with its full effectiveness.

Improved Counter

Flat • 1 point per rank

Aside from any contrary descriptor the Gamemaster may rule the power's descriptor naturally counters (light versus dark, for instance), choose an additional descriptor per rank of this extra that the power may counter.

Overwhelming Counter

+1 cost per rank

When you successfully counter a power, your own power may overwhelm the other, causing the excess energy to surge towards the attacker. For every degree of success, your effect check obtains when countering another power, one rank of your countering power (to a maximum of the power's normal ranks) targets your attacker. This occurs even if your countering power would not normally be able to reach the source of the countered power. The target of your overwhelming counter is still able to defend and resist your power as normal.

This extra cannot apply to the Nullify effect.

Partial Resistance

+1 or +2 cost per rank

A successful resistance check against the effect that does not obtain at least two degrees of success is not wholly effective. Instead of fully resisting the effect, success reduces the effect's applicable ranks by half (rounded down). Reducing the effect below 1 effective rank means the effect is fully resisted, as normal. As a +1 extra, a second resistance check is allowed as a free action that, if successful, means the effect is fully resisted, as normal, but failure means the reduced effect succeeds. As a +2 extra, no additional resistance check is possible to fully resist the effect. Instead, consider the target to have obtained one degree of failure on the second resistance check.

A successful damage resistance check against a **Ranged Damage 6***, Partial Resistance power would immediately require another damage resistance check against a* **Damage 3** *effect. If the ranged attack had Partial Resistance 2, failing to obtain two or more degrees of success with the first damage resistance check would automatically result in the target suffering a –1 circumstance penalty to further resistance checks against damage, as per one degree of failure for a damage resistance check.*

Pinball

+1 cost per rank

Unlike normal, each "bounce" of an effect with the ricochet extra inflicts that effect upon whatever it is bouncing off. This is in addition to the change of direction resulting from the bounce.

Potent

Flat • 1 point per rank

This extra may only be applied to effects with Parry, Dodge, Fortitude, or Will resistance checks. Furthermore, this resistance check must be used to determine whether or not a primary result—the effectiveness of which is *directly* and *independently* tied to the power's rank in some way other than with regards to range, duration, resistance check, etc.—activates. In other words, there must be an allowance for some manner of variance and separation between the rank's influence on the effect's outcome and the ability to have a resistance check with a DC other than that of the rank.

Each rank of this extra increases the effect's DC by +1 without increasing the effect's overall ranks or influencing the effect's other aspects, such as its range, duration, etc. This is useful for creating effects such as poisons that are difficult to resist, but have very little actual effect.

If the effect has more than one appropriate resistance check, Potent must be applied to each separately if the intention is to improve two or more of the effect's resistance check DCs.

A Weaken Strength 2, Potent 6 (DC 18) power requires a higher resistance check (DC 18) than would normally be required without this extra (DC 12). This makes the effect more likely to function upon the target, but also more likely to have its maximum effect. This is because of how a Weaken effect's target loses points based on the difference between the check result and the DC. However, increasing the resistance check's DC via Potent does not alter the limitation that no more points than the effect's Weaken rank (i.e., 2) may be lost at a time.

Potent is allowed in this instance because there remains a degree of separation between the resistance check's DC and how the effect's rank limits the power beyond the scope of its resistance DC.

Potent is also useful for many effects with the Attack extra where the additional resistance check necessary for the Potent extra to be permitted is added by Attack.

Proficient

Flat • 1 point per rank

Each rank of this power extra grants you a +2 bonus to the effect's power checks. This bonus does not apply to any

of the power's alternate effects. Additional ranks may be spent on alternate effects or continue improving the power check bonus for a single power effect.

RECOVERABLE

Flat • 1 point

An effect with the Ricochet extra that is considered recoverable, such as when throwing a shield or melee weapon, allows any remaining bounces after the attack is made against the intended target to set the attack upon a return trajectory to you. If you have sufficient ricochets to make you the end point of the attack's bouncing path, you may attempt a Dexterity check (DC equal to the attack check result) to catch it.

If applied to the Deflect effect, adding this extra allows you to attempt a Deflect check to catch the ranged attack (if it has a physical form). Apply an additional –5 penalty to do so on top of any normally applicable penalties to a Deflect check.

Should the Dexterity check to catch the ricochet or deflected attack fail by one degree, you miss and the attack continues on its path to the extent of its range or until it hit something else and stops. If you obtain two or more degrees of failure, the attack is made against you as though you were its initial, intended target.

STACKING

+1 cost per rank / Flat • 1 point

This extra allows a power with lingering effects, such as those with a duration of Concentration, Sustained, or Continuous, to use additional applications of the power to increase its resistance DC. Each additional instance of using the power against the same target within a round of previous use increases its resistance check DC by +1. This makes resisting continued use of the power increasingly difficult, even if the target has successfully resisted it thus far. Even if the previous attempt has failed, a power with this extra may still make use of its Stacking benefits to increase the DC if additional resistance checks are permitted by the effect's victims.

This increased DC begins to return to normal at a rate of –1 DC increase per round following the last effective use of the power against the target. This reduction continues until the returns to normal or the Stacking power once again begins to increase the DC. At a flat rate of 1 point per rank, the time between DC reductions can be increased from a round by one step of time on the **Measurements Table**. Similarly, a flat rate of 1 point may be spent to increase the time that may pass between previous applications of the effect to allow for Stacking beyond the one round default.

A character suffering the influences of **Affliction 4, Sustained, Stacking 1 (+1 DC, 12 seconds between attempts; +1 point)** *would usually need to succeed at a DC 14 resistance check to resist and overcome the power. A second use against the same target who previously resisted the power would then need to succeed at a DC 15 check if used within two rounds of the first attempt, and against DC 16 if a third use is applied. If no other uses of the power were applied, the DC would return to 14 following two rounds. If the power were* **Affliction 4, Sustained, Stacking 1 (+1 DC, 12 seconds between attempts, 2 minutes between recovering; +5 points)***, two minutes would need to pass before the DC was reduced by one point.*

Stacking Alternative

It is possible to allow Stacking to more dramatically alter an effect's DC, but doing can put game balance at risk rather quickly. If this is not a concern to you, consider applying the following addition to the Stacking extra:

Stacking at +1 cost per rank may be applied more than once to a single power, with each additional application increasing the DC-stacking effect by +1 per power use. For example, Stacking 3 would modify the power's cost by +3 per rank, but each additional use of the power would increase its resistance check DC by +3. Alternatively, the +1 cost per rank version increases the DC by +1 per degree of success obtained by additional qualifying uses of the effect on the same target.

NEW FLAWS

The new flaws to follow provide new ways to modify your power builds. Some are ideally suited to martial arts games, whereas others are broader in their usefulness.

ANNOUNCEMENT

Flat • –1 point

An effect with this flaw has a colorful name, like "Demon Fist of Oblivion" or "Sacred Mountain Fire Blade," and you are expected to shout it aloud when you use it. If you don't shout out the effect's name, you cannot use it. To squeeze this flaw for maximum effect, the Gamemaster can require that *you* (the player) do the shouting, not simply say, "my character shouts her attack's name."

BAD BOUNCE

–1 cost per rank

Each "bounce" of an effect with the Ricochet extra requires its own attack or power check (as appropriate to the ricocheting effect) to strike the surface so the effect will change direction as desired. If the target is immobile, the attack check DC is 10, +2 per previous bounce. Otherwise, use the normal, applicable defense modifier, but increase it by +2 per previous bounce.

New Flaws

Name	Effect	Cost	Description
Announcement	—	–1 flat	The effect's name must be shouted out for it to function.
Bad Bounce	—	–1 per rank	Each ricochet requires its own check to stay on target.
Calling	Summon	–1 or –2 per rank	Your summons calls the minion from its current location.
Chained	—	–1 per rank	Activating an effect requires you first activate another effect.
Diluted	—	–1 flat per rank	Reduce an effect's resistance check DC by 1 per rank without otherwise reducing the effect's influence.
Dulled	—	–1 or –2 flat per rank	Reduce the effect's ranks in particular conditions.
Fades, Addendum	—	–1 or more per rank	Each application of this flaw increases the ranks lost per use.
Fast Return	Weaken	–1 flat per rank	Increases the points that return per round.
Gallant	—	–1 per rank	Activating the effect requires a hero point.
Immobile	—	–1 or –2 flat	The effect can only be activated and/or used while stationary
Inexact	—	–1 per rank	Targets within an area require attack checks.
Momentum-Based	—	–1 per rank	The effect's ranks are limited to their current speed rank.
Nonlethal	—	–1 flat	Cannot normally inflict a dying or dead condition.
Obvious	—	–1 flat per rank	Bonus to Perception checks to notice the effect.
Prone	—	–1 or –2 flat	Using the effect may render you prone.
Push Over	—	–1 flat per rank	You may more easily suffer from knockback.
Source	—	–1 per rank	You draw from a source to manifest the effect.
Strained	—	–1 flat	The effect cannot benefit from *extra effort*.
Uncertain	—	–1 flat	Each rank increases the effect's critical miss chance by 1
Weak Limbed	Extra Limbs	–1 flat per rank	Extra Limbs are weaker than the primary limbs.

If any attack or power check made for a bounce fails, the attack goes off its intended path. It will continue on its current trajectory until it strikes something (at which point it will not bounce again) or reaches the full extent of is range.

CALLING (SUMMON)

–1 or –2 cost per rank

Instead of appearing beside the summoner, a summoned minion hearkens to the summoner's call and must travel from its current location. This means the time needed for the minion to arrive in aid of the summoner will vary for each instance, depending upon the circumstances of how easily and quickly the minion may travel. In some situations, such as the summoner and minion being on different continents or even planets or dimensions, this flaw can render Summon useless until such circumstances improve.

The –1 version of this flaw allows the summoned creature to continue to come to the summoner's aid if the summoner moves to a new location after the effect has been activated. The –2 variation means the creature will go to the place the summoner activated the ability at, even if the summoner later moves to a new location.

Minions summoned with Calling who are incapacitated or slain do not disappear, but rather remain where they fell.

The range up to which a minion may be called is equal to the Summon power's rank in distance on the **Measurements Table**. The Diminished Range flaw may also be applied, with each rank of the flaw reducing by 1 the effective Summon rank for the purpose of determining how far away the minion may be called from. Conversely, each rank of the Extended Range extra increases by 1 the effective Summon rank for this purpose.

Calling versus Self-Powered

Previously released products from other publishers have introduced a flaw known as Self-Powered to try and replicate in the Third Edition rules what the original Calling flaw did for the Second Edition rules.

It is this author's opinion that Self-Powered does not address the effect both flaws are intended to apply to a power to the extent Calling does and does not allow for the –2 flaw option. You can opt for Self-Powered in your games if you like, but do not mix these two flaws. Choose one flaw or the other to use based on your preferences, but not both. Once made, stick with your choice for the sake of consistency.

CHAINED

–1 per rank

Your power depends on the success of another action to activate. When you acquire this flaw, select another of your powers to become the chained power's prerequisite. You could not use the Chained power if you did not first succeed in using the prerequisite in your previous turn.

You can Chain multiple effects into a series beyond two effects by applying this extra to more than one effect with each chained to the previous. If multiple powers are Chained to the same prerequisite, then successfully using the prerequisite effect allows you to activate any one of the effects Chained to it, possibly simultaneously.

If Power C is Chained to Power B, which is Chained to Power A, Power B can only be used if Power A is first successfully used, and Power C can only be used if Power B (and thus Power A) was already successful.

Diluted

Flat • –1 point per rank

This flaw may only be applied to effects with Parry, Dodge, Fortitude, or Will resistance checks. Furthermore, this resistance check must be used to determine whether or not a primary result—the effectiveness of which is *directly* and *independently* tied to the power's rank in some way other than with regards to range, duration, resistance check, etc.—activates. In other words, there must be an allowance for some manner of variance and separation between the rank's influence on the effect's outcome and the ability to have a resistance check with a DC other than that of the rank.

Each rank of this flaw decreases the effect's DC by –1 without reducing the effect's overall ranks or influencing the effect's other aspects, such as its range, duration, etc. This is useful for creating effects such as poisons that are relatively easy to resist, but have a severe effect.

If the effect has more than one appropriate resistance check, Diluted must be applied to each separately if the intention is to reduce two or more of the effect's resistance check DCs.

Diluted cannot reduce a resistance check's DC below 10.

A Weaken Strength 6, Diluted 4 (DC 12) power requires a lower resistance check (DC 12) than would normally be required without this extra (DC 16). This makes the effect less likely to function upon the target and less likely to have its maximum effect. This is because of how a Weaken effect's target loses points based on the difference between the check result and the DC. However, reducing the resistance check's DC via Diluted does not alter the limitation that no more points than the effect's Weaken rank (i.e.,6) may be lost at a time.

Diluted is allowed in this instance because there remains a degree of separation between the resistance check's DC and how the effect's rank limits the power beyond the scope of its resistance DC.

Diluted is also useful for many effects with the Attack extra where the additional resistance check necessary for the Diluted flaw to be permitted is added by Attack.

Dulled

Flat • –1 or –2 per rank

When subject to conditions selected when the flaw is chosen, the effect has its ranks reduced with regard to its influence or resistance check DC by an amount equal to the flaw's rank. At a value of –1 points per rank, this does not reduce other aspects of the effect, such as range or duration. This means the effect's ranks must be relevant to one of these additional aspects and not just to the resistance check DC. Completely reducing all aspects of the effect while exposed to the indicated condition is worth –2 points per rank. Once the rank-reducing condition is removed, these lost ranks return at a rate of 1 per round at the end of the character's turn.

This flaw cannot have more ranks than the effect it is applied to, meaning the effect cannot be reduced below 0 ranks. A Dulled effect reduced to 0 ranks uses the base resistance check DC alone (e.g., 15 for a Damage resistance check, 10 for Affliction or Weaken). A Completely Dulled effect that is reduced to 0 ranks is nullified.

Ranged Damage 4, Dulled 2 (Versus Yellow) *would result in a Damage 2 (DC 17) effect that has the range of a 4 rank effect against yellow targets. This power is worth 2 points.*

Ranged Damage 4, Completely Dulled 2 (Versus Yellow) *would result in a loss of 2 ranks in all respects against yellow targets. This is worth 4 points.*

You cannot apply this flaw in a way that is already addressed by common sense and the descriptor. For example, you could not apply Dulled 4 (Water) to a fire power, as the effect of water on a fire power is already conceptually addressed by the nature of the power's descriptor. Similarly, Dulled should not be used as a free point grab. Purchasing Dulled for highly rare conditions is no real disadvantage, and thus should not be allowed as a flaw; a complication may be more appropriate.

Fades, Addendum

–1 or more cost per rank

This flaw may be added to an effect more than once. Each application beyond the first increases by 1 the number of ranks lost per use.

Fast Return (Weaken)

Flat • –1 point per rank

One additional lost point returns per round at the end of the target's turn per rank of this flaw. You cannot apply more ranks of this flaw than the Weaken effect has ranks, minus 1. (In other words, you cannot apply a number of Fast Return ranks that would indicate more ranks return per round than the Weaken effect's maximum ability to take in the first place).



GALLANT

–1 cost per rank

Adding this flaw requires the character to spend a hero point to use the effect. This must be paid every time the power is initiated/activated. As such, it cannot be applied to Permanent effects.

IMMOBILE

Flat • –1 or –2 points

The power may only be activated while the character is stationary. No movement from the current spot is possible unless being moved by someone else. However, movement is possible once the power has been activated. For two points, the character must also remain in the same place while using the power.

See the Stationary flaw in **Better Mousetrap 3e** for a similar flaw designed specifically for Devices.

INEXACT

–1 cost per rank

An Area effect with an Inexact flaw requires making a separate attack check (or power check, if appropriate) for every qualified target in the area of effect. If the attack roll succeeds, targets are still allowed a Dodge resistance check, as normal. If the number of targets is too many, the Gamemaster may allow you to group some potential targets together, rolling a single attack check per group (perhaps according to the **Crowds and Mobs** rules found in **Better Mousetrap 3e**).

MOMENTUM-BASED

–1 cost per rank

This flaw may be applied to any non-Movement effect, making it reliant upon a Movement effect the character also possesses. Doing so restricts the former's maximum effective rank of effect to the character's current movement speed rank of travel.

> *A* **Ranged Damage 6** *power conceived as a burst of static electricity could have the Momentum-Based flaw applied. The character also has* **Speed 8**. *The concept would be the character's need to run and build up the static charge before unleashing it. So, if the character is running at* **Speed 4**, *they may access a maximum of* **Ranged Damage 4**.

Because of how this flaw works, purchasing more ranks in the non-Movement effect than the character has in the relevant Movement effect would be a waste. Any Momentum-Based effect ranks greater than the character's Movement effect's ranks would never be accessible.

NONLETHAL

Flat • –1 point

The effect is incapable of inflicting a dying or dead condition unless harm is inflicted as the result of a critical hit. Gamemasters may also want to rule that powers with this flaw are not capable of inflicting disabling critical hits (pg 118).

OBVIOUS

Flat • –1 point per rank

Obvious effects are more noticeable. An obvious effect makes it more difficult for someone using it to catch a target unaware or for the effect's existence and use to remain unnoticed. Every rank of this flaw grants a +4 bonus to anyone attempting a Perception check to notice the effect if applied to a single sense, or +2 if applied to an entire sense type. If a character intends to apply this flaw to more than two senses of the same sense type, they must apply it to the entire sense type instead to prevent taking advantage of this flaw.

PRONE

Flat • –1 or –2 points

You may be knocked prone (or set tumbling through the air if in flight, spinning through the water if swimming, and so on) upon activating the effect. Upon using the effect, roll an Agility or Acrobatics check (DC 10 + effect rank) to remain on your feet. Failure means you are knocked prone. As a 2 point flaw, no check is permitted—you are automatically prone upon using the effect.

The risk of being rendered prone occurs immediately after using the effect. For an Instant effect, this means the effect is used without a problem, but for Concentration effects, you may be required to make a power check to maintain the effect if you are rendered prone due to interrupted focus. Sustained and Continuous duration effects can be maintained normally even if the character becomes prone.

This flaw cannot be applied to Permanent effects.

PUSH OVER

Flat • –1 per rank

You are ill-prepared to prevent yourself from being knocked over by a solid blow. Each rank of this flaw reduces your Toughness by 1 for the sake of resisting knockback (see the knockback optional rule in the **GamemasterG 3e**) while using the effect. This detriment remains for one round following the power's use, until your next turn. Damage from the knockback blow is still determined normally.

SOURCE

–1 cost per rank

The effect only works when you have access to a particular source to draw upon to activate and manifest the effect. Essentially, you are the conduit that controls the power, but you do not yourself contain or possess it. This could require you be in contact with a particular person or item, or an energy source, for example.

You may apply Area, Reach, or Increased Range to this flaw rather than to the effect itself to determine how close you need to be to your Source to access it. Yes, this means that applying Perception Ranged directly to a Source flaw effectively turns it into a +1 extra.

STRAINED

Flat • –1 point

An effect with this flaw cannot make use of or benefit from *extra effort* (or *exceptional extra effort*; see **Better Mousetrap 3e**).

UNCERTAIN

Flat • –1 point per rank

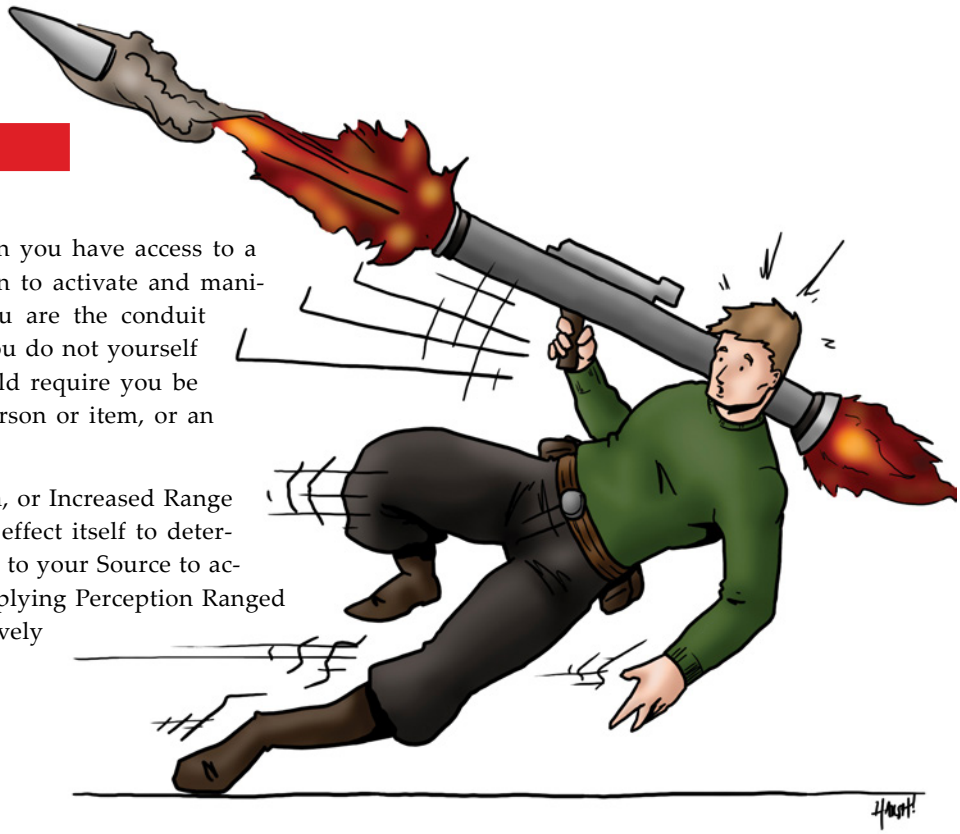
Increase your critical miss range with a particular attack (chosen when you acquire this flaw) by 1, resulting in a critical miss on a natural 1 or 2. Each additional rank applies to a different attack or increases your critical miss range with an existing attack by one more, to a maximum threat range of 1-10 at 9 ranks.

WEAK LIMBED (EXTRA LIMBS)

Flat • –1 point per rank

When applied to Extra Limbs, your extra manipulative limbs have 1 rank of Strength less than your primary limbs per rank of this flaw.

A character with Strength 4 and **Extra Limbs 2, Weak Limbed 2** *would have two additional manipulative limbs, but they would both possess Strength 2.*



5. NEW RULES

Because martial arts games naturally revolve around combat, a sourcebook on such material wouldn't be complete without some new and expanded rules. The rules presented in this chapter should be considered optional, to be added to the game as the Gamemaster desires. However, the players should be informed beforehand so they can take full advantage of them and know what to expect.

EXPANDED VEHICLE SIZES

Your game may call for vehicles that are much larger than the default sizes presented in the core rules. You m want to introduce massive space ships or immense chariots ridden by gods that are big enough to carry their entire army, for instance. The accompanying Expanded Vehicle Size Categories table will allow you to do so.

Toughness and Defense, as presented here on the upper end of the vehicle size scale, is only useful for determining combat on a cosmic level, and represents the overall vehicle. Blowing holes into (and pieces off of) the vehicle will require defeating a much more reasonable Toughness rating. This is determined by the material or size of the piece being targeted, which can be determined by using a vehicle of equivalent size as a guide for the piece's Defense modifier, Toughness, etc.

If targeting a Huge-sized portion of an Awesome III-sized vehicle, treat targeting that area as though attacking a vehicle of Huge size (Toughness 9, Defense –2).

It is up to the Gamemaster whether these default values will be as presented—their default values—or if they will be adjusted to suit the vehicle's nature.

NEW COMPLICATIONS



Expanded Vehicle Size Categories

Vehicle Size (Rank)	Examples	Strength	Toughness	Defense
Cosmic V	Planetary solar system	156	85	–148
Cosmic IV	—	152	83	–144
Cosmic III	—	148	81	–140
Cosmic II	—	144	79	–136
Cosmic	—	140	77	–132
Galactic V	Solar asteroid belt	136	73	–128
Galactic IV	—	132	71	–124
Galactic III	—	128	69	–120
Galactic II	—	124	67	–116
Galactic	—	120	65	–112
Stellar V	—	116	63	–108
Stellar IV	—	112	61	–104
Stellar III	Sun	108	59	–100
Stellar II	—	104	57	–96
Stellar	—	100	55	–92
Planetary V	Jupiter, Saturn	96	53	–88
Planetary IV	Neptune, Uranus	92	51	–84
Planetary III	—	88	49	–80
Planetary II	Earth, Venus	84	47	–76
Planetary	The Moon, Mars, Mercury	80	45	–72
Epic V	Pluto	76	43	–68
Epic IV	—	72	41	–64
Epic III	—	68	39	–60
Epic II	—	64	37	–56
Epic	—	60	35	–52
Titanic V	—	56	33	–48
Titanic IV	—	52	31	–44
Titanic III	—	48	29	–40
Titanic II	Colony space station	44	27	–36
Titanic	Military space station	40	25	–32
Awesome V	Space carrier or battleship	36	23	–28
Awesome IV	Space cruiser	32	21	–24
Awesome III	Space patrol craft	28	19	–20
Awesome II	Small space station	24	17	–16
Awesome	Space transport	20	15	–12
Colossal	Passenger jet	16	13	–8
Gargantuan	Semi, yacht, fighter jet	12	11	–4
Huge	Stretch limo, SUV, tank	8	9	–2
Large	Car, small truck	4	7	–1
Medium	Motorcycle	0	5	0

AGE

Due to extreme youth or advanced years, you are restricted in what you can do. Not only will society outright deny you access to things, places, careers, activities, etc. that you may even have a legal right to, but there will be a common perception of incompetence and/or uselessness, to some degree or another. Although this will frequently lead others to underestimate you, you cannot avoid the fact that the world is not run by or for people of your age.

BANE

The character suffers an undesired effect when exposed

Honor Complication: Bushido

The samurai code of honor, "the Way of the Warrior" demands the adherent retain their honor under all circumstances, even unto death. This means keeping one's word and remaining loyal to one's master and superiors even if to do so is certain to bring about one's end. Bushido also demands the samurai strive for martial superiority, although they must temper their violence with wisdom and sound judgment.

to a specified effect, situation, etc., which is known as the "bane." A bane can be a power or non-power effect, such as exposure to a specific type of radiation that is otherwise not harmful, or a trait.

Just what the bane's detrimental effect on the character is must be determined when the complication is selected—being outright harmful or the exact opposites of what was intended are common choices. The bane's resulting influence upon the character is likewise determined when the complication is chosen. This influence can be vague and interpretive, leaving it up to the Gamemaster to decide how it will manifest when appropriate, or it can be represented using game mechanics.

Bumbling

You are especially poor at performing a particular type of action (e.g., kicks grabbing, running) or check (e.g., disarm, feint). When you undertake this action or check, the Gamemaster may opt to announce something detrimental occurs even if the action or check itself succeeds. Optionally, the Gamemaster may merely wish to apply a penalty modifier to the action or check, or to its results, to keep things simple.

Conditional Ownership

You may have access to something important to your character's concept, such as a device, but it's not exactly yours. You are limited to how and when you may possess this something, so there is always a risk of being discovered if you attempt doing so beyond these boundaries. Just what may happen if you are discovered with the something when you are not supposed to must be defined when this complication is selected or it may held back as a secret the Gamemaster will only make known at the appropriate time.

Confined

You are unable to leave a specified area. This may represent, for example, a ghost that is cursed to haunt a particular place, an android that cannot venture far from the mainframe that holds its intelligence, or a government-licensed magical girl that is only registered for travel in a specific region. Indicate the size of the confining area and the confinement's nature—can you actually leave, but there are dire repercussions (ranging from legal consequences to suffering physical harm to losing powers), or are you truly unable to pass beyond this boundary, no matter what? It is also possible that the confining area is a type of area, such as consecrated ground, rather than a single, specific location.

Cultural Awkwardness

The character's native country (or region, planet, race, etc.) has a drastically different culture than that of which they are primarily active in. Bigots might get in the character's way because the latter is an outsider, and they likely do not always know things about the culture that natives would automatically understand, a fact that can lead to problems. Gamemasters may want to impose Interaction skill penalties when appropriate.

Cursed

There is an adverse and chronic condition that ails the character and hampers their life. A curse inflicts an adverse condition or circumstance all the time or only in specific situations, as determined when it is selected. This could manifest in terms defined by game mechanics, such as a Damage effect or a Weakness effect, or it could be a matter of the Gamemaster altering the story appropriately.

Some curses have a trigger—a particular event that activates them. This could be a night with a full moon or someone speaking a particular word, for example. The curse need not be mystical in nature, such as would be the case with a chronic disease or a nano-implant that restricts the character's ability to function normally when the trigger activates.

The curse could be a geasa, which is when you have a certain obligation or taboo that you *must* obey or else face dire consequences. Common geasa include prohibitions from eating certain foods or engaging in certain activities, a promise that you must fulfill, or a holy (and life-long) mission.

It is possible to build some curses without using a complication, such as by making a power build permanent or by adding the Uncontrolled flaw to it.

Destiny

Your life's path is written in the stars and has set down obligations that fate will force you to fulfill regardless of what free will you believe you possess—or so you've been told. Whether or not the prophecies and tales regarding what destiny holds for you are actually true, other people believe they are. For better or worse, their expectations and behaviors regarding you are defined by that faith. Believe in this destiny or not—true or not—you must bear the weight of certain responsibilities and duties tied to this fate.

Easily Distracted

You are fascinated by certain triggering circumstances, such as specific events, objects, people, or ideas. Triggers can

be anything, including attractive people, money, food, cute things, or weapons. When exposed to the trigger, you abandon what you're doing and instead undertake whatever it is you do with the object of your fascination, such as just stare at it, dumbstruck. A sharp admonition from your friends can snap you back to attention, but some distractions can come at the worst possible moment.

Feud

A variation of the Enemy complication, you are embroiled in a feud with an individual, group, organization, or the like. This feud can be with any number of things or persons, including a particular nemesis or students of an opposing fighting style. It's also possible you've inherited the feud through no action of your own. Regardless of the feud's source, it is constantly interfering with—as well as shaping—your goals and life.

Last One Standing

Idea by Brant "Dissonance" Utley

You are the last of your kind, and you must live with the burden of that fact. This could mean you are the only survivor of your particular temple or super-hero group, or the last of your race or practitioners of your entire fighting style. Being the Last One Standing comes with a heavy burden, whether it is leaving you as the sole charge of something your group was meant to protect or having to deal with survivor's guilt.

Marked

You are recognizable by some distinctive feature, such as a unique tattoo, a scar, or simply being part of a species that is extremely rare in the game's setting. Just what repercussions the mark may have depends on its nature.

Oathsworn

You have sworn your absolute allegiance to a particular higher being (real or imagined), religious faith, philosophical faction, or the like, but this is no mere promise. The power you have sworn yourself to has accepted that commitment and cemented it in some manifest fashion. At all turns, the oath compels you to serve your promise, even if you do not desire to do so.

Whenever you have an opportunity to advance the interests of your cause, you must act to do so. You must even if this means siding against your friends, abandoning your allies in a time of need, or taking actions against your own best interests.

Obnoxious

You can't help but be annoying to those around you—and not just mildly. People can barely stand your presence. It could be a haughty attitude, sheer incompetence, or incorrigible naiveté. While people would tolerate these traits in others, for some reason they don't tolerate them in you, and you can face hostility during your interactions just for being you.

One of Us

The character does (or did) belong to a group that stresses loyalty and the value of membership beyond common reason. This organization is very intrusive and a major element in its members lives, making it difficult to walk away without repercussions. In exchange for whatever membership benefits exist, you are at the group's whim and must make their priorities your own, no matter how bad it may mess up other aspects of your life. Failing to comply with the utmost speed and ability often means dire consequences.

Overconfident

Your over-the-top confidence in yourself is one of your greatest weaknesses. It blinds you to the truth and makes you believe things of yourself that get you in as much, if not more, trouble than your abilities can normally get you out of. This complication represents far more than mere arrogance—it indicates a deeply rooted, psychological problem in your ego.

Pacifist

You are greatly opposed to the use of violence and will go to equally great lengths to avoid doing so, often even under the direst of circumstances.



Past Lives

The remnants of previous lives, be they real and full life spans (as may happen with reincarnation) or that of assumed identities, have a way of intruding on your current

life. Old enemies, lost loves, and grudges of the past pop up at the least convenient moments to cause you problems.

TROUBLED PAST

Your past can bring you trouble, either because of what's actually occurred or due to other people's misunderstanding of events. You wish everyone would forget your troubled past and judge you on your current actions, but that is not to be.

PERSONAL CHALLENGES

Just as challenges represent the character's environment or the like putting them to the test, **personal challenges** are an effort to perform particular tasks with superior panache and efficiency. They allow characters to achieve greater results by making already difficult checks harder.

To take a personal challenge, increase a check's DC by the indicated amount. In return, you gain an extra benefit in addition to the usual effects of a successful check. If you fail due to the increased DC, however, you suffer the normal results of failure while keeping in mind a personal challenge's modifier increases the likelihood of outcomes with more degrees of failure.

You can apply more than one personal challenge to a check. In some cases, you can take a personal challenge more than once to gain its benefits multiple times regarding the same check. These are noted in the personal challenge's descriptions. Generally, personal challenges allow you to gain added benefits when you face a relatively low DC and have a high modifier. You can also use personal challenges to attempt heroic actions, even when faced with a high DC. In these cases, spending a hero point can help ensure success with all the added benefits of the successful personal challenge.

Standard Personal Challenges

The following personal challenges apply to any ability or skill check, in general. The Gamemaster has final say whether a challenge applies to a particular situation.

CALCULATED RISK

DC +5

You can take a calculated risk on one check to make a follow-up check easier. For example, you could use Technology to overcome an initial safeguard to make disarming an entire trap easier. If you succeed at this personal challenge, you gain a cumulative +2 bonus on the second check per degree of success obtained for the first check. The two checks must be related and the initial, penalized check must carry some consequence for failure. Also, neither of the two checks may be a routine check. Should the initial check fail, excessive degrees of failure should manifest some sort of appropriate consequence.

FAST TASK

DC +5

When performing a specific task requires a set amount of time in order to make a check, you can reduce the time involved. Every degree of success on the modified check reduces by one on the **Measurements Table** the rank of time needed to complete the task. The best possible result for this is a time rank of –1 (3 seconds/one action). This personal challenge cannot be attempted with checks that require a free action or a single move or standard action.

SIMULTANEOUS TASKS

DC +5/+10 or less

You can take on a personal challenge in order to perform two checks simultaneously. To attempt simultaneous checks, make the first check with a + 5 DC modifier, followed by a second check using the same or a different trait. Your secondary check suffers a +(10 minus 2 per degree of success beyond the first obtained by the initial check, with a maximum benefit of +0 DC) modifier to DC. The combined task requires the same time as the longest normal task between the two. So, if one check would normally require a round but the other a move action, you accomplish the simultaneous use in a single round rather than one round and an additional move action.

Skill-Related Personal Challenges

The following personal challenges relate to specific skills.

ACROBATICS: ACCELERATED ACROBATICS

DC modifier varies

As an Acrobatic maneuver, you can try to cross a precarious surface you would normally have to move slower across. If you increase the standard Acrobatic maneuver DC by +2 per rank of speed you wish to travel at above the movement norm for the situation, you can move at a faster pace up to your normal full speed (accounting for running or the like, if appropriate). This check is required for each move action spent moving in this manner.

Acrobatics: Perfect Balance

DC +5

As mentioned for the Acrobatics skill, you are not vulnerable while balancing if you succeed at this personal challenge.

Acrobatics: Perilous Balance

DC +5

By increasing your own Acrobatics check DC, you can shake or disturb the surface on which you are balancing (e.g., swaying on a tightrope) while maintaining your own balance. If this Acrobatics personal challenge check succeeds, you keep your balance, but anyone else on that surface seeking to maintain their balance suffers a cumulative –5 penalty to do so per your degree of success.

Athletics: Accelerated Climb

DC +5 or +10

You can try to climb more quickly than normal. By accepting a +5 DC modifier to your check, you can move at your ground speed minus one rank. You can accept this challenge twice, for a total +10 DC modifier, to move at your normal ground speed while climbing.

Athletics: Accelerated Run

DC +5 or more

By adding a DC modifier of your choice that must be an increment of +5 (e.g.,+5, +10, +15), you can run faster. One degree of success increases your ground speed by (1, +1 per +5 DC modifier) rank.

Athletics: Accelerated Swim

DC +5 or +10

You can try to swim more quickly than normal. By accepting a +5 DC modifier to your check, you can move at your ground speed minus one rank. You can accept this challenge twice, for a total +10 DC modifier, to move at your normal ground speed while swimming.

Athletics: Fighting Climb

DC +5

As mentioned for the Athletics skill, you can accept a +5 DC modifier to all climbing checks to prevent yourself from becoming vulnerable, as is normal. This DC modifier is in addition to any other modifiers, including those of other Athletics personal challenges.

Athletics: Grand Leap

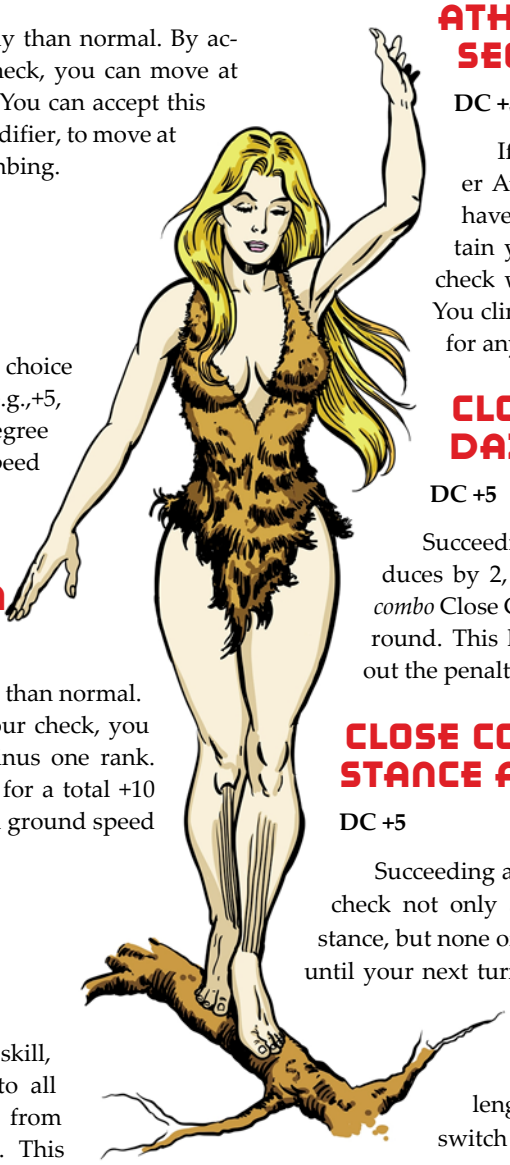
DC +5

In return for increasing the Athletics check DC by 5 for jumping, you increase the resulting distance leapt according to the **Grand Leap Distance** table.

Grand Leap Distance

Type of Jump	Distance (in feet)
Running Long-Jump	Athletics check result + 5 feet or Leaping 1 *
Standing Long-Jump	Athletics check result
Running Vertical Jump	Athletics check result divided by 2
Standing Vertical Jump	Athletics check result divided by 5

* Whichever is farther



Athletics: Secured Climb

DC +5

If you take a +5 DC modifier for all other Athletics climbing checks, you do not have to make an Athletics check to maintain your position if you fail a resistance check while climbing, as would be normal. You climb in such a way as to brace yourself for any attacks.

Close Combat: Dazzling Combo

DC +5

Succeeding at this personal challenge reduces by 2, per degree of success, the *improvise combo* Close Combat check's attack penalty for that round. This has a maximum benefit of canceling out the penalty entirely.

Close Combat: Stance Awareness

DC +5

Succeeding at an *identify stance* personal challenge check not only allows you to identify the subject's stance, but none of its benefits affect you for one round, until your next turn. The subject still suffers from their stance's detriments, however. Once the stance has been identified, you may not perform this challenge upon that foe again unless they switch to a new stance.

Close Combat: Stance Disarray

DC +5

A successful personal challenge *disrupt stance* check reduces by 1 each the penalties to attack and Damage while using a disruptive attack. This has a maximum benefit of canceling out the penalties entirely.

Deception: Conversational Paralysis

DC +5

By accepting a personal challenge to a *bluff* Deception check, success means the check's subject is dazed for one round per degree of success. Your claims are so strange or outlandish that the subject can do nothing but sputter or reel in confusion. This personal challenge does not work in combat situations (for that, see the Daze advantage in the core rules).

Deception: Dumfounding Feint

DC +10

When you succeed at this personal challenge's *feint* Deception check, the check's subject is defenseless instead of vulnerable.

Deception: Durable Lie

DC +5

Each degree of success obtained with this *bluff* Deception check personal challenge imposes a –5 penalty on any check (or their resistance check is increased by +5, as appropriate) the subject later makes to disbelieve or be contrarily convinced that your successful bluff was anything less than the truth.

Deception: Face in the Crowd

DC +10

When you succeed at this *disguise* Deception check personal challenge, you craft a disguise that is less likely to draw attention. Only someone who specifically singles you out and attempts to penetrate your deception is permitted a Perception check to do so. Guards and other passive observers take no special notice of you unless you draw attention to yourself or interact with them directly, and even then they are –5 to their Perception checks per degree of success with the personal challenge check.

Deception: Improved Daze

DC +5

Your presence is very disconcerting, especially in combat. Successfully using this personal challenge for the Deception check for the Daze advantage means the check counts as a move action instead of a standard action.

Deception: Quick Change

DC +5

Succeeding at this personal challenge disguise Deception check allows you to adopt a disguise in half the usual time. However, anyone who comes within (their Perception x 2) feet of you automatically sees through your disguise due to its hurried and makeshift nature.

Expertise Challenges, General

Because of the variety of Expertise skills available, most will be limited to standard personal challenges (see previous). However, there are several Expertise variations that warrant specific details.

See **Better Mousetrap 3e** for an extensive presentation of various Expertise variations.

Expertise (Any Performing Type): Inspiring Performance

DC +5, +10, or +15

With this personal challenge, you may attempt to instill a single, powerful emotional response in your audience. Before beginning the performance, you must declare the desired quality you wish to achieve, such as amateur (**DC** +5), great (**DC** +10), or masterful (**DC** +15). If successful, the performance moves the audience towards the desired emotion as though influenced by a **Perception Ranged Affliction** (Resisted by Will; Conditions Vary), Sense-Dependent (varies) effect. The effective rank is 1 for an amateur 5 for great, and 10 for masterful.

Typical resulting conditions included (Dazed, Stunned, Incapacitated), (Impaired, Disabled, Incapacitated), or (Dazed, Compelled, Controlled). Confer with the Gamemaster to select three conditions deemed suitable for your desired audience reaction.

Expertise (Profession): Shoulder to the Wheel

DC +5

If you are using the optional Wealth system presented in the **GamemasterG 3e**, you may attempt an Expertise: Profession personal challenge check at the end of your employment pay period (usually every two weeks or a month). Each degree of success increases your effective Wealth rank by +1 until the end of the next pay period. Subtract one rank for every degree of failure.

Expertise (Survival): Provider

DC +5

For every degree of success you achieve with this personal challenge Expertise: Survival check, you may support

as many additional people in the wilderness as equal to one step higher than rank –5 (1 person) on the **Amounts Table** (see **Better Mousetrap 3e**).

Insight: Insightful Read

DC +5

Succeeding at this personal challenge for a *read opponent* check also grants a +1 damage bonus against that same opponent per degree of success. This is in addition to the usual combat bonus obtained from a successful *read opponent* check.

Insight: Read Situation

DC +5

After taking on this personal challenge, every degree of success you obtain with an *evaluate* Insight check allows you to learn one thing beyond the normal results of success regarding that person or situation. The Gamemaster may tell you things like someone's apparent goal(s), the nature of an interaction, and so forth.

Intimidation: Forceful

DC +5

By succeeding at this personal challenge while making a *coercing* Intimidation check, you can convince your subject to take an action that is against their best interests (but not life threatening).

Intimidation: Improved Daze

DC +5

Your presence is very disconcerting, especially in combat. Successfully using this personal challenge for the Intimidation check for the Daze advantage means the check counts as a move action instead of a standard action.

Intimidation: Improved Demoralize

DC +5

You can make yourself particularly frightening or impressive. Succeeding at this personal challenge means the *demoralizing* Intimidation check requires a move action instead of the usual standard action.

Intimidation: Mass Intimidation

DC +5

For every degree of success you obtain with this personal challenge, you may simultaneously use Intimidation against as many additional subjects as is equal to one step higher than rank –5 (1 person) on the **Amounts Table** (see **Better Mousetrap 3e**).

Intimidation: Terrifying Intimidation

DC +10

If you succeed at this *demoralizing* Intimidation personal challenge, your target is disabled until the end of your next round. With four or more degrees of success, the target is incapacitated until the end of your next round.

Investigation: Discrete Inquiry

DC +5

While looking for news and information, you keep a low profile. Succeeding at this personal challenge for *gather information* Investigation checks means you avoid leaving any clues about the information you seek. If your check fails, you may be detected as normal, but you still avoid spreading clues about what you were trying to find unless you roll results in three or more degrees of failure.

Investigation: Meticulous

DC +5

With two or more degrees of success with this *gather evidence* Investigation check, you enjoy a +5 circumstance bonus to later analysis.

Perception: Accurate

DC +5

By applying this personal challenge to a relevant Perception check, you can treat a normally inaccurate sense (such as normal hearing) as accurate for one round.



Perception: Lip Reading

DC +5

By careful observation of the movements of someone's mouth and lips, you can tell what they are saying if you take and succeed at this personal challenge.

You must be within (your Perception x 5) feet of the speaker and be able to accurately see their mouth while they speak. You must also be able to understand the speaker's language. Lip reading requires concentration, so you can't perform other actions that require concentration, focus, or attention to detail during this time. You can move at half speed, but not any faster, and must maintain a line of sight to the lips being read. If the check succeeds, you understand the general content of a minute's worth of speech, but may still miss certain details. Another check is required for each minute of lip reading.

If the check fails, you can't read the speaker's lips and are aware of it. With two or more degrees of success, you draw some incorrect conclusion about the speech.

The Gamemaster rolls the Perception check so you don't know whether you succeeded or failed. As a result, you don't know whether or not any information you picked up is accurate.

Perception: Waking Up

DC +10

Characters can make *hearing* Perception checks while they are asleep as a personal challenge. A successful personal challenge Perception check to detect a noise is sufficient to wake the character up, but characters are dazed during the round they wake up until their next round begins. Characters with the Light Sleeper advantage (pg 67) are not required to use this personal challenge to wake from a noise: they make Perception checks normally while asleep and are not dazed upon awakening.

Note that the Gamemaster should account for some noises being loud or abrupt enough to wake someone without a Perception check.

Persuasion: Combat Diplomacy

DC +10

You may attempt this personal challenge for a Persuasion check in combat, during an on-going fight where such attempt would normally be out of the question. Opponents in combat with you are considered hostile. An unfriendly opponent doesn't attack you unless you give them a reason to do so. An indifferent foe stops fighting altogether, while a helpful one actually joins your side, even turning against former allies.

Ranged Combat: Long Shot

DC+5

Every degree of success obtained with this personal challenge increased the ranged attack's ranks by 1 purely for the sake of determining its range. This holds no value for Perception Ranged effects.

Sleight of Hand: Conceal Efforts

DC +5

By succeeding at this personal challenge, you can conceal your efforts with an *escaping* Sleight of Hand check. Anyone who inspects your bindings must make an opposed check, using their Perception versus your personal challenge check result. If the Perception check fails, they do not notice your efforts to escape. So, for example, you could leave your bonds seemingly intact so a villain doesn't realize that you're actually free.

Sleight of Hand: Slippery

DC +5

This Sleight of Hand personal challenge allows you to replace Athletics or Acrobatics to attempt an escape action.

Stealth: Accelerated Stealth

DC +5

Every degree of success obtained with this Stealth personal challenge allows you to move one rank faster without suffering a Stealth penalty. You are still limited by your normal maximum movement rate.

Stealth: Slip Between Cover

DC +1 or more

You can make a personal challenge Stealth check to quickly cross an area lacking cover or concealment without automatically revealing yourself. For every foot of open space you cross, the personal challenge applies a +1 DC modifier to your Stealth check. You also take the normal Stealth penalties for moving faster than your speed rank, minus 1 (unless you also take the Accelerated Stealth personal challenge simultaneously).

Characters with the Hide in Plain Sight advantage don't need cover or concealment to hide, so this personal challenge is not necessary for them. The same is true for characters with the Concealment effect with regards to the affected senses because such characters are capable of making their own concealment.

Stealth: Vanishing

DC +10

Stealthy characters in the comics regularly "disappear" when no one is watching them. This is essentially a use of Stealth to hide when the character has some concealment or a distraction (no one looking directly at them, essentially). It requires a personal challenge Stealth check, and the character must be within a normal move action's distance of an exit (a window, skylight, ventilation duct, etc.), or some form of adequate cover or concealment. A successful check means the character seems to disappear—an observer looks only to discover they are gone. Characters can use Deception or Intimidation to gain the momentary distraction needed to vanish in this way.

Characters with the Hide in Plain Sight advantage don't need to attempt this personal challenge to obtain the desired result.

Technology: Conceal Tampering

DC +5

Succeeding at this personal challenge while tampering with a device or security means your interference is more difficult to spot. Any check made to detect your tampering suffers a –5 penalty per degree of success achieved with the personal challenge's check.

Technology: Fast Work

DC +5 or +10

Succeeding at this personal challenge while building, repairing, or inventing something, be it mundane gear or a device, allows you to do so faster. The process takes half the time if you succeeded with a **DC** +5 modifier or one-quarter of the time if you took the **DC** +10 modifier and succeeded.

Technology: Weak Spot

DC +5

This personal challenge results in the explosive dealing +5 damage per degree of success instead of for every two degrees of success.

Technology: Work of Art

DC +5

If this personal challenge to build an item succeeds, that item is more valuable due to its superior craftsmanship, although it doesn't function better than normal. Every degree of success means the item is worth 5 more points for the sake of its Wealth purchase DC (see the **GamemasterG 3e**). The point cost to actually create the item is not altered in any way by this personal challenge, whether the check fails or succeeds.

Option: Challenges as Advantages

Optionally, the Gamemaster may wish to allow characters to spend 1 point to acquire any listed personal challenge as an advantage. This allows the character to use that personal challenge at any time without an increase in Difficulty Class.

A character takes the Perfect Balance personal challenge as an advantage, paying 1 point for it, as usual. Now the character is not vulnerable while balancing, with no increase in their Acrobatics DC for doing so.

For standard personal challenges acquired as advantages, the advantage only applies to a specific task. For example, if you choose the Fast Task standard personal challenge, you need to specify a task, such as the *feinting* application of Deception, or circumventing computer security with Technology. Likewise, if you take Simultaneous Tasks as an advantage, you need to specify the two tasks. Once specified, these selections do not change. However, you may select additional, different tasks by taking a personal challenge as an advantage more than once as per a ranked advantage.

If skill-related personal challenges are available as advantages, the players can also spend hero points to acquire them temporarily for their characters. In essence, a player can choose to spend a hero point to allow a character to perform one particular skill-related personal challenge without a DC modifier. You may choose to allow the option to spend a hero point in this way even if skill-related personal challenges are not available as advantages. Doing so becomes a new feature of using hero points if you wish.

Hit Location

Inevitably, a player is going to ask the Gamemaster to strike a particular part of an opponent with an attack, be it with a fist, bullet, or energy blast. The core rules contain no express method for determining the chance of hitting a particular target, let alone what effect may result if successful. As such, Gamemasters tend to handle the situation in one of two ways:

1) They improvise the whole thing by imposing a penalty to hit that seems about right and then makes up any additional results if successful.

2) They maintain the entire process is thematic and, although altering the description of what happens to suit the player's choice. As such, they don't allow any additional results.

Although either of these two methods will solve the issue just fine (not to mention any of the other techniques a Gamemaster may employ), sometimes a more definitive option may be what's called for.



Generally, the Gamemaster should only rule that a particular location on the target has been struck if that was the attacker's intentions. If no such intention is expressed, hit location should be nothing more than a matter of storytelling so combat progresses normally. In some circumstances, however, the Gamemaster may wish to roll randomly to determine which specific location was struck to add a bit of drama and suspense.

Should the attacker decide to attack a specific part of the target, however, consult the **Hit Location** table to find out how difficult the attempt will be and how the attack's Damage rank is modified (rounded down). This modifier does not affect the attack's range or any other aspects related to its rank. If the effect is not damaging but is of the sort the Gamemaster feels may still benefit from hit location, multiply the effect's rank by the Damage modifier. Again, this modified rank only applies to effect, resistance check DC, and the like. The modifier still does not alter the effect's range, duration, etc.

Hit Location

1d20	Location	Attack	Effect Rank *
1-2	Feet	−4	x0.5
3-5	Leg	−2	x 1
6-7	Vitals	−8	x 1.5
8-11	Abdomen	−4	x 1
12-15	Chest	−2	x 1
16-17	Head	−4	x 2
18-19	Arm	−4	x 1
20	Hand	−8	x 0.5

* Round down to a minimum of 1 rank

If the attack successfully strikes the desired location, consult the following location descriptions to see what sort of additional effects come in to play. A miss, on the other hand, can be handled in one of three ways:

Miss Option 1) The attack misses the target altogether.

Miss Option 2) The attack doesn't strike the desired location, but if it would normally have been sufficient to hit the target, in general, it will still do so in this instance. Proceed with determining the outcome as per standard combat.

Miss Option 3) The attack doesn't strike the desired location, but if it would normally have been sufficient to hit the target, in general, proceed to the **Unintended Hit Location** table and roll 1d20 to see where the attack hit instead. A result of "standard" means no specific location was struck and the outcome should be determined as per standard combat.

The miss option you decide to utilize should become the standard for the game—don't go switching back and forth between them on separate occasions. To do so risks the players not knowing what to expect of the rules, and thus they'll have difficulty playing within them. Make a choice and stick with it, suiting your personal tastes and desired level of realism.

Considering all the possible mutations and alien species that are typical of the super-heroic genre, Gamemaster may be called upon to adjust attack penalties and/or effects of hitting a particular location belonging to an abnormal physiology and anatomy. For example, the Gamemaster may decide a mutant with two heads won't suffer any of the usual hit location effects from damage to just one head because the other remains unharmed. Similarly, possessing powers that make the target's nerves especially sensitive may result in additional effects if the related sensory organ is damaged.

Unintended Hit Location

Intended Target	Location Struck								
	Standard	Feet	Leg	Vitals	Abdomen	Chest	Head	Arm	Hand
Feet	1-10	—	11-16	17-19	20	—	—	—	—
Leg	1-10	11-14	—	15-17	18-19	20	—	—	—
Vitals	1-6	7	8-11	—	12-15	16-17	—	18-19	20
Abdomen	1-6	7	8-9	10-13	—	14-17	18	19	20
Chest	1-6	—	7	8-9	10-14	—	15-17	18-19	20
Head	1-12	—	—	—	13	14-16	—	17-19	20
Arm	1-10	—	11	12	13-14	15-18	19	—	20
Hand	1-10	—	11	12	13	14	15	16-20	—

Hit Location Damage Results

The outcome of hitting a particular area not only depends on where the target is struck but also on the damage condition inflicted. Unless otherwise stated, the following results are in addition to the standard results of the relevant damage condition and remain until a proper recovery is made.

Effects that don't cause damage but are ruled to possess effects modified by hit location pay no mind to the following additional results. Instead, such effects restrict themselves to the rank multiplier presented in the hit location table (pg **109**).

All hit location damage results are cumulative with damage effects previously acquired, opting for the most serious condition where they may conflict.

The hit location damage results are based on how many degrees of failure are obtained by the Damage resistance check.

Abdomen

One Degree of Failure

Make a resistance check versus a nauseating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Stunned, Incapacitated) effect of a rank equal to one-third the attack's Damage rank, rounded down (minimum one rank).

Two Degrees of Failure

Make a resistance check versus a nauseating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Stunned, Incapacitated) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank).

Three Degrees of Failure

Make a resistance check versus a nauseating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Stunned, Incapacitated) effect of a rank equal to the attack's Damage rank.

Four Degrees of Failure

Make a resistance check versus a nauseating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Stunned, Incapacitated) effect of a rank equal to x1.5 the attack's Damage rank, rounded down (minimum of +1 rank).

A Fortitude resistance check (DC 10 + Damage ranks) is also required. Failure means the target is incapacitated (for double the usual duration if the Affliction resulted in incapacitation), or even dying if lethal effects are allowed. If using the optional rules regarding disabling critical hits (pg 118), the Gamemaster may wish to substitute this with a disabling critical result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the abdomen.

Arm

One Degree of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank). Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11 to 20 Dexterity) per affected arm.

Two Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to the attack's Damage rank. Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11 to 20 Dexterity) per affected arm.

Three Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to x1.5 the attack's Damage rank, rounded down (minimum +1 rank). Roll 1d20 to determine the Weaken effect's subject, (1 to 10 Strength, 11 to 20 Dexterity) per affected arm. Alternatively, the Weaken effect could equal half the attack's Damage rank, but affect both Strength *and* Dexterity.

Four Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to double the attack's Damage rank, rounded down (minimum of +1 rank). Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11

to 20 Dexterity) per affected arm. Alternatively, the Weaken effect could be at the attack's Damage rank, but affect both Strength *and* Dexterity.

If using the optional rules regarding disabling critical hits, the Gamemaster may wish to substitute the **Weaken** effect to both Strength *and* Dexterity with a disabling critical hit (pg 118) result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the arm.

CHEST

One Degree of Failure

Make a resistance check versus a suffocating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Dazed, Incapacitated) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank).

Two Degrees of Failure

Make a resistance check versus a suffocating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Dazed, Incapacitated) effect of a rank equal to the attack's Damage rank.

Three Degrees of Failure

Make a resistance check versus a suffocating **Cumulative Affliction** (Resisted by Fortitude; Impaired, Dazed, Incapacitated) effect of a rank equal to x1.5 the attack's Damage rank, rounded down (minimum of +1 rank).

A Fortitude resistance check (DC 10 + Damage ranks) is also required. Failure means the target is incapacitated (for double the usual duration if the Affliction resulted in incapacitation), or even dying if lethal effects are allowed. If using the optional rules regarding disabling critical hits (pg 118), the Gamemaster may wish to substitute this with a disabling critical result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the chest.

Four Degrees of Failure

As three degrees of failure except the Affliction's ranks are double that of the attack, and the Fortitude resistance check is (DC 15 + Damage ranks).

FEET

One Degree of Failure

Make a resistance check versus a **Weaken Agility** (Resisted by Fortitude) effect of a rank equal to one-third the attack's Damage rank, rounded down (minimum one rank).

Two Degrees of Failure

Make a resistance check versus a **Weaken Agility** (Resisted by Fortitude) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank), and **Weaken Movement** (Resisted by Fortitude effect of a rank equal to one-third the attack's Damage rank.

Three Degrees of Failure

Make a resistance check versus a **Weaken Agility** (Resisted by Fortitude) effect of a rank equal to the attack's Damage rank, and **Weaken Movement** (Resisted by Fortitude effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank).

Four Degrees of Failure

Make a resistance check versus an inhibiting **Cumulative Affliction** (Resisted by Fortitude; Hindered, Immobilized, Paralyzed), Limited to Foot effect of a rank equal to the attack's Damage rank.

If using the optional rules regarding disabling critical hits, the Gamemaster may wish to substitute the **Affliction** effect with a disabling critical hit (pg 118) result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the foot.

HAND

One Degree of Failure

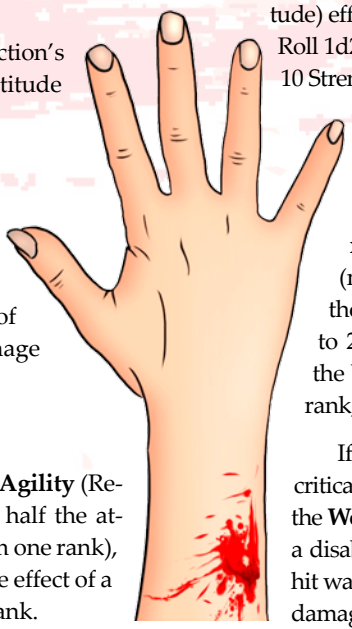
Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to one-third the attack's Damage rank, rounded down (minimum one rank). Roll 1d20 to determine the Weaken effect's subject: (1 to 10 Strength, 11 to 20 Dexterity) per affected hand.

Two Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank). Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11 to 20 Dexterity) per affected hand.

Three Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to the attack's Damage rank. Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11 to 20 Dexterity) per affected hand.



Four Degrees of Failure

Make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to x1.5 the attack's Damage rank, rounded down (minimum of +1 rank). Roll 1d20 to determine the Weaken effect's subject (1 to 10 Strength, 11 to 20 Dexterity) per affected hand. Alternatively, the Weaken effect could be at the attack's Damage rank, but affect both Strength *and* Dexterity.

If using the optional rules regarding disabling critical hits, the Gamemaster may wish to substitute the **Weaken** effect to both Strength and Dexterity with a disabling critical hit (pg 118) result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the hand.

HEAD

One Degree of Failure

Make a resistance check versus a dazzling **Cumulative Affliction** (Resisted by Fortitude; Sense Impaired, Sense Disabled, Sense Unaware) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank). Roll 1d20 to determine the affected sense (1 to 10 Hearing, 11 to 20 Vision).

Two Degrees of Failure

Make a resistance check versus a dazzling **Cumulative Affliction** (Resisted by Fortitude; Sense Impaired, Sense Disabled, Sense Unaware) effect of a rank equal to the attack's Damage rank. Roll 1d20 to determine the affected sense (1 to 10 Hearing, 11 to 20 Vision).

Three Degrees of Failure

As two degrees of success, plus make a resistance check versus a **Weaken** (Resisted by Fortitude) effect of a rank equal to half the attack's Damage rank, rounded down (minimum of one rank). Roll 1d20 to determine the Weaken effect's subject (1 to 7 Intellect, 8 to 13 Awareness, 14 to 20: Presence).

If using the optional rules regarding disabling critical hits, the Gamemaster may wish to substitute the **Affliction** effect with a disabling critical hit (pg 118) result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the head.



Four Degrees of Failure

As three degrees of failure except the Weaken effect's ranks are equal to that of the attack.

LEG

One Degree of Failure

Make a resistance check versus a **Weaken Agility** (Resisted by Fortitude) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank), and **Weaken Movement** (Resisted by Fortitude effect of a rank equal to one-third the attack's Damage rank.

Two Degrees of Failure

Make a resistance check versus a **Weaken Agility** (Resisted by Fortitude) effect of a rank equal to the attack's Damage rank, and **Weaken Movement** (Resisted by Fortitude effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank).

Three Degrees of Failure

Make a resistance check versus an inhibiting **Affliction** (Resisted by Fortitude; Hindered, Immobilized, Paralyzed), Limited to Leg effect of a rank equal to the attack's Damage rank.

If using the optional rules regarding disabling critical hits, the Gamemaster may wish to substitute the **Affliction** effect with a disabling critical hit (pg 118) result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the leg.

Four Degrees of Failure

As three degrees of failure except the Affliction's ranks are double that of the Damage effect.

VITALS

One Degree of Failure

Make a resistance check versus a stunning **Cumulative Affliction** (Resisted by Fortitude; Dazed, Stunned, Incapacitated) effect of a rank equal to half the attack's Damage rank, rounded down (minimum one rank).

Two Degrees of Failure

Make a resistance check versus a stunning **Cumulative Affliction** (Resisted by Fortitude; Dazed, Stunned, Incapacitated) effect of a rank equal to the attack's Damage rank.

Three Degrees of Failure

Make a resistance check versus a stunning **Cumulative Affliction** (Resisted by Fortitude; Dazed, Stunned, Incapacitated) effect of a rank equal to x1.5 the attack's Damage rank, rounded down (minimum of +1 rank).

A Fortitude resistance check (DC 10 + Damage ranks) is also required. Failure means the target is incapacitated (for double the usual duration if the Affliction resulted in incapacitation), or even dying if lethal effects are allowed.

Alternate Effects by Location

The rules regarding striking specific locations (and the effects of such) assume the target to be human, or near enough as not to matter. As such, the effects of hitting specific locations that may be targeted, along with all mechanics involving the probability of striking these areas, may not suit non-human targets, although most animals shouldn't pose a problem.

When facing creatures with radically different anatomical and physiological characteristics, the Gamemaster will be called upon to use their best judgment to adjust these rules on the fly. A creature with more than two arms, for example, would mean the chance of hitting an arm while aiming for and missing the chest would likely increase. Accounting for proportioned differences in size is already accommodated in the standard combat rules, but if a part of a target's anatomy is especially disproportionate relative to the rest of the body (an exceptionally over- or under-sized head, for instance), the Gamemaster should similarly adjust the location's attack modifier accordingly.

Some targets will possess choice locations just begging to be singled out for targeting, but are entirely alien to the human body and thus not represented in these rules. Attacking a dragon's tail, for example, is a situation beyond the scope of the basic hit location rules. In such instances, the Gamemaster should look to the existing rules as guidelines for determining both the attack modifier and effects of success. Begin to do so by comparing the location's size to those already provided when determining the attack modifier, and then use a balance of common sense and imagination when it comes to the effect.

If using the optional rules regarding disabling critical hits (pg 118), the Gamemaster may wish to substitute this with a disabling critical result even if a critical hit was not achieved. Any incurred disability from the damage condition will be related to the vitals.

Four Degrees of Failure

As three degrees of failure except the Affliction's ranks are double that of the attack, and the Fortitude resistance check is (DC 15 + Damage ranks).

VEHICLE HIT LOCATION

Just as with living creatures, vehicles may be targeted or inadvertently struck in specific locations. Although each vehicle will vary, the constraints of space limit this work to a few generalized hit location tables and effects. Beyond these simplified game mechanics, the Gamemaster should feel free to make their own or customize those presented here.

If the attack roll is not sufficient to strike the desired specific location but would have otherwise been high enough to succeed with a normal attack had the hit location penalty not been applied, roll on the following table to see what happens to the failed attack.

Vehicle Hit Location Damage Results

Unless otherwise stated, the following damage results are in addition to the standard results of the damage condition. These results remain in effect until proper repairs are made. Effects that don't cause damage but are ruled to be modified by hit location pay no mind to the following effects. Instead, they restrict themselves to the rank multiplier presented in the hit location table (pg 109), applying the multiplier to their ranks for the purpose of the effect only (do not adjust range, duration, etc.)

If a vehicle hit location damage result indicates a reduction in Toughness, and the Toughness is reduced to 0, the vehicle is still holding together. However, it makes it much more difficult for the vehicle to keep functioning following additional successful attacks against it.

All effects are cumulative with damage effects previously acquired, opting for the most serious condition where they may conflict.

ADORNMENT

A vehicle's adornments includes side view mirrors, spoilers, radio antenna, over-sized mufflers, and anything else that is an "option" not vital to the vehicle's function and performance. This can also be used to represent unusual specifics that are important but not otherwise represented on the hit location tables, such as sensor dishes and the like.

One Degree of Failure

Damaged but still recognizable (and functional, if appropriate).

Two or Three Degrees of Failure

Damaged to the point where it isn't recognizable (and no longer functions, if appropriate).

Four Degrees of Failure

Broken clean off or outright destroyed.

BODY/FUSELAGE

The main (and typically largest) portion of the vehicle, this is the frame to which the other parts are attached or housed within.

Air- or Spacecraft Hit Location

1d20	Location	Attack	Effect Rank *
1-3	Wing/Rotor	−6	x 1
4-5	Cockpit Canopy	−2	x 0.5
6-11	Fuselage	—	x 1
12	Adornment/Weapon	−4	x 0.5
13-15	Engine	−2	x 1.5 **
16-17	Stabilizer	−2	x 1
20	Fuel Storage	−4	x 2

* Round down to a minimum of 1 rank
** See damage results description

Ground Vehicle Hit Location

1d20	Location	Attack	Effect Rank *
1-2	Tire/Tread	−4	x 1
3-4	Side Window	−4	x 0.5
5-6	Windshield	−2	x 0.5
7-11	Chassis	—	x 1
12	Adornment/Weapon	−8	x 0.5
13-15	Engine	−2	x 1.5 **
16-17	Trunk	−2	x 0.5
18-19	Rear Window	−2	x 0.5
20	Fuel Storage	−4	x 2

* Round down to a minimum of 1 rank
** See damage results description

Watercraft Hit Location

1d20	Location	Attack	Effect Rank *
1-4	Crew Compartment	−2	x 0.5
5-11	Hull	—	x 1
12-13	Adornment/Weapon	−8	x 0.5
14-18	Engine	−2	x 1.5 **
19-20	Fuel Tank	−4	x 2

* Round down to a minimum of 1 rank
** See damage results description

One Degree of Failure Holed.

Reduce the vehicle's Toughness by 1.

Two or Three Degrees of Failure

A great rent is torn into the vehicle. Reduce Toughness by 3, Defense is reduced by 1, and randomly choose a weapon, sensor, or other piece of equipment to be disabled.

Four Degrees of Failure

The vehicle is barely holding together. Reduce Toughness by 5, Defense is reduced by 3, and activating *any* weapon, sensor, or other piece of equipment requires a Technology check (DC 20). The Gamemaster may substitute other checks if appropriate.

ENGINE

Unless the vehicle has a wholly or largely exposed engine, such as is the case with a motorcycle, hitting this location only does normal damage instead of multiplying by 1.5. This is because any attack must first penetrate the vehicle's chassis.

One Degree of Failure

Things aren't working quite right. Reduce the vehicle's effective Strength by 1 rank.

Two or Three Degrees of Failure

Serious problems reduce the vehicle's effective Strength by 5 ranks, and a lack of "pick up" increases the leads necessary to perform pursuit maneuvers by 50% (see **Better Mousetrap 3e**), and reduces speed by 3 ranks (to a minimum of 1 rank).

Four Degrees of Failure

The engine is disabled and the vehicle will come to a halt unless it has more than one engine, in which case reduce speed by the ratio represented by the missing engine. For example, if a vehicle has three engines and one is lost, speed will be reduced by one-third (rounded down).

FUEL TANK

The internal fuel storage. Treat any external fuel tanks as adornment on the hit location table, but use the following to determine the effects of damage results.

One Degree of Failure

Small holes in the fuel tank will require refueling in three-quarters the usual time. Also, any attacks with appropriate agitating properties (such as flames versus gasoline fuel) has a 10% (1-2 on a d20) chance of igniting any remaining fuel in a **Burst Area Damage** effect of as many ranks as the vehicle's Strength divided by 4 (round down with a minimum of 1 rank). Such an explosion destroys the fuel tank.

Two or Three Degrees of Failure

Massive tears and holes in the tank will require refueling in one-quarter the usual time. Also, any attacks with appropriately agitating properties (such as flames versus gasoline fuel) has a 50% (1-10 on a d20) chance of igniting any remaining fuel in a **Burst Area Damage** effect of as many ranks as the vehicle's Strength divided by 2 (round down with a minimum of 1 rank). Such an explosion destroys the fuel tank.

Four Degrees of Failure

The fuel tank is damaged to the point of no longer being able to contain any fuel, spilling its contents. The vehicle may operate on what fuel was already in its system for 1d20 more rounds. Also, any attacks with appropriate agitating properties (such as flames versus gasoline fuel) have an 80% (1-16 on a d20) chance of igniting the spilled fuel in a **Burst Area Damage** effect of as many ranks as the vehicle's Strength. Such an explosion destroys the fuel tank.

Air- or Spacecraft Unintended Hit Location

Intended Target	Location Struck								
	Miss	Standard	Wing/Rotor	Cockpit Canopy	Fuselage	Adornment / Weapon	Engine	Stabilizer	Fuel Tank
Wing/Rotor	1-2	3-8	—	9-10	11-14	15-17	18	19	20
Cockpit Canopy	1-4	5-9	10-11	—	12-16	17	18-19	—	20
Fuselage	1-3	4-8	9-10	11	—	12	13-17	18	19-20
Adornment/ Weapon	1-6	7-9	10	11	12-15	—	16-17	18	19-20
Engine	1-4	5-9	10-11	12	13-15	16	—	17-18	19-20
Stabilizer	1-7	8-12	13	—	14-16	17	18-19	—	20
Fuel Tank	1-5	6-12	13	14	15-17	18	19	20	—

Ground Vehicle Unintended Hit Location

Intended Target	Location Struck										
	Miss	Standard	Tire/ Tread	Side Window	Windshield	Chassis	Adornment	Engine	Trunk	Rear Window	Fuel Tank
Tire/Tread	1-9	10-13	—	—	—	14-18	—	—	—	19	20
Side Window	1-6	7-10	11-14	—	15-17	18-19	20	—	—	—	—
Windshield	1-3	4-6	7	8-11	—	12-15	16-17	—	18-19	20	—
Body	1-2	3-6	7	8-9	10-12	—	13-16	17	18	19	20
Adornment/ Weapon	1-5	6	—	7	8-9	10-14	—	15-17	18-19	20	—
Engine	1-8	9-12	—	—	—	13	14-16	—	17-19	20	—
Trunk	1-6	7-10	—	11	12	13-14	15-17	18	—	19	20
Rear Window	1-5	6-10	—	11	12	13	14	15	16-19	—	20
Fuel Tank	1-7	8-12	13	14	—	15-17	—	—	18-19	20	—

Watercraft Unintended Hit Location

Intended Target	Location Struck						
	Miss	Standard	Crew Compartment	Hull	Adornment/ Weapon	Engine	Fuel Tank
Crew Compartment	1-7	8-12	—	13-16	17	18-19	20
Hull	1-5	6-11	12-13	—	14-15	16-18	19-20
Adornment/ Weapon	1-8	9-12	13-14	15-17	—	18-19	20
Engine	1-10	11-13	14-15	16-18	19	—	20
Fuel Tank	1-10	11-13	14	15-16	17	18-20	—

HULL

The main and largest portion of the waterborne craft, to which the other parts are attached or housed within.

One Degree of Failure Holed.

Reduce the vehicle's Toughness by 1.

Two or Three Degrees of Failure

A great rent is torn into the vehicle. Reduce Toughness by 3, Defense is reduced by 1, and randomly choose a weapon, sensor, or other piece of equipment to be disabled.

Furthermore, the vehicle will begin taking on water unless it has sufficient pumps to evacuate the liquid. Otherwise, as many people as the vehicle's Defense modifier (with a minimum of 1) must be dedicated to bailing the water to stay afloat.

A gargantuan vehicle with a –4 defense modifier would require four people to bail water.

Four Degrees of Failure

The vehicle is barely holding together. Reduce Toughness by 5, Defense is reduced by 3, and activating any weapon, sensor, or other piece of equipment requires a Technol-

ogy check (DC 20). The Gamemaster may substitute other checks if appropriate.

Furthermore, the vehicle will begin taking on water even if it has sufficient pumps to evacuate the liquid. Otherwise, as many people as double the vehicle's Defense modifier (with a minimum of 1) must be dedicated to bailing the water. Even so, sinking is inevitable and bailing water will only stave off this fate for a time.

A gargantuan vehicle with a –4 defense modifier would require eight people to bail water.

Miss

The attack misses the target entirely.

Rear Window

The large window covering the rear of the crew/passenger compartment.

One Degree of Failure

The glass is severely cracked, imposing a –2 penalty to any skill checks requiring visibility through it.

Two or Three Degrees of Failure

The glass is partially shattered and/or holed, imposing a –4 penalty to any skill checks requiring visibility through it due to the howling wind and disruption of line of sight (half that for auditory checks while moving at 3 ranks of speed or faster) unless otherwise accounted for (such as with goggles). Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

Any ranged attack with a Damage modifier higher than that of the window (1 for glass or 4 or higher for bulletproof glass) may penetrate and strike someone within. Use the attack roll that struck the window, applying the window's Toughness rating as an attack penalty. The resulting number is considered the attack roll used against a random crew member or passenger within the target vehicle. If this attack successfully strikes someone, the Damage modifier is the attack's normal Damage modifier minus the window's Toughness.

Four Degrees of Failure

The glass is entirely destroyed (or near enough as not to matter), removing any protection it may have offered against attacks; auditory checks suffer a –4 penalty while moving at 3 ranks of speed or faster. Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

As with two or three degrees of failure, an attack against the window has a chance of hitting someone inside the vehicle.

Rotor Blade

A helicopter (or similar vehicle) is kept aloft and directed by one or more rotors.

One Degree of Failure

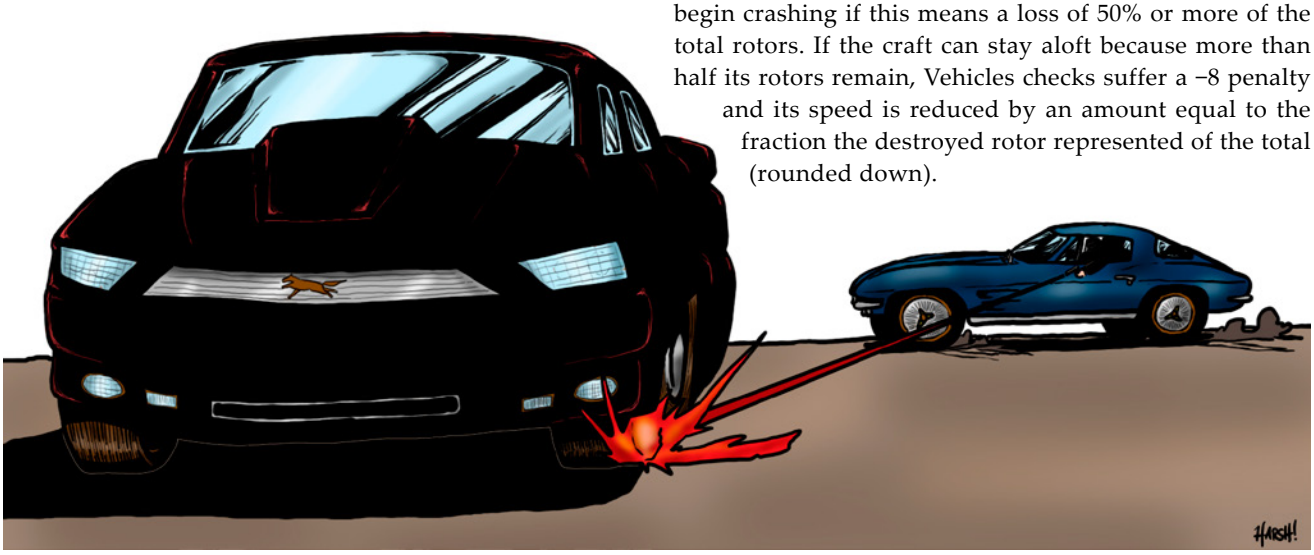
One of the blades, the rotor mast, or the like is damaged enough to impede perfect operation. Vehicles checks suffer a –1 penalty.

Two or Three Degrees of Failure

An entire rotor blade has been destroyed, reducing speed by an amount equal to the fraction the destroyed rotor represented of the total (rounded down). For example, a craft with three rotors that loses one would reduce its Flight ranks by one-third because it has lost one-third of its rotors. Vehicles checks suffer a –4 penalty. At least two rotor blades must remain for the rotor to remain functional. The vehicle will begin to crash if this means a loss of 50% or more of the total rotors.

Four Degrees of Failure

The entire rotor is destroyed, causing the vehicle to begin crashing if this means a loss of 50% or more of the total rotors. If the craft can stay aloft because more than half its rotors remain, Vehicles checks suffer a –8 penalty and its speed is reduced by an amount equal to the fraction the destroyed rotor represented of the total (rounded down).



Side Window

Small windows built into the side of the vehicle's crew/passenger compartment, typically atop the doors.

One Degree of Failure

The glass is severely cracked, imposing a −2 penalty to any skill checks requiring visibility through it.

Two or Three Degrees of Failure

The glass is partially shattered and/or holed, imposing a −4 penalty to any skill checks requiring visibility through it due to the howling wind and disruption of line of sight (half that for auditory checks while moving at 3 ranks of speed or faster) unless otherwise accounted for (such as with goggles). Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

Any ranged attack with a Damage modifier higher than that of the window (1 for glass or 4 or higher for bulletproof glass) may penetrate and strike someone within. Use the attack roll that struck the window, applying the window's Toughness rating as an attack penalty. The resulting number is considered the attack roll used against a random crew member or passenger within the target vehicle. If this attack successfully strikes someone, the Damage modifier is the attack's normal Damage modifier minus the window's Toughness.

Four Degrees of Failure

The glass is entirely destroyed (or near enough as not to matter), removing any protection it may have offered against attacks; auditory checks suffer a −4 penalty while moving at 3 ranks of speed or faster. Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

As with two or three degrees of failure, an attack against the window has a chance of hitting someone inside the vehicle.

Stabilizer

This is the means for keeping the craft stable and/or controlling direction of movement. The tail wings of a plane or the rear rotor of a helicopter qualify.

One Degree of Failure

Minor damage causes the vehicle to suffer a −1 penalty to all Vehicles checks, or double that when attempting a pursuit maneuver (see **Better Mousetrap 3e**).

Two or Three Degrees of Failure

Severe damage causes the vehicle to suffer a −3 penalty to all Vehicles checks, or double that when attempting a pursuit maneuver (see **Better Mousetrap 3e**).

Four Degrees of Failure

The stabilizer's loss makes maneuverability highly improbable, imposing a −8 penalty to all Vehicles checks, or double that when attempting a pursuit maneuver (see **Better Mousetrap 3e**).

Standard

Handle the attack normally, as though no specific hit location attack were made.

Tire

This assumes two tires per side of the vehicle or two in total (such as with a motorcycle). If more tires exist per side, the effects will not come into play until at least half the tires on the same side are affected, implementing the lowest shared damage result.

One Degree of Failure

The tire is damaged. Vehicles checks suffer a −2 penalty.

Two or Three Degrees of Failure

The tire has popped but remains on the rim, offering some consolation. Reduce speed by 2 ranks (minimum of 1 rank total), and Vehicles checks suffer a −4 penalty.

Four Degrees of Failure

The tire has entirely ruptured and fallen off the rim. Reduce speed by half (minimum of 1 rank total,) and Vehicles checks suffer a −8 penalty.

Tread

This assumes two treads per side of the vehicle. If more treads exist per side, the effects will not come into play until at least half the treads of the same side are affected, implementing the lowest shared damage result.

One Degree of Failure

Something comes loose. Reduce speed by 1 rank (minimum of 1 rank total), and Vehicles checks suffer a −1 penalty.

Two or Three Degrees of Failure

It no longer works properly, although it is not immobilized. Reduce speed by half (minimum of 1 rank total), and anything requiring sharp, precision turning becomes impossible. This imposes a −4 penalty to Vehicles checks.

Four Degrees of Failure

The tread breaks and comes off. Speed is reduced to 1 rank and the vehicle may now only turn in one direction: towards the side of the disabled tread. This imposes a −10 penalty to Vehicles checks.

Weapon

A vehicle mounted weapon can be anything from a roll-bar machine gun, a rack of rockets, or turreted cannon.

One Degree of Failure

The weapon's mechanisms are slightly damaged, imposing a −2 penalty to all attack rolls for it. Unstable or otherwise volatile weapons (such as explosives) have a 20% (1-4 on a d20) chance of going off due to this damage, centering the Damage effect on the weapon's location.

Two or Three Degrees of Failure

The weapon's mechanisms are severely damaged, imposing a −5 penalty to all attack rolls for it. Also, it now requires an Expertise: Mechanics or Technology check (DC 15) as a standard action between each use to prevent the weapon from jamming or misfiring. Unstable or otherwise volatile weapons (such as explosives) have a 50% (1-10 on a d20) chance of going off due to this damage, centering the Damage effect on the weapon's location.

Four Degrees of Failure

The weapon is destroyed and totally unusable. Unstable or otherwise volatile weapons (such as explosives) have a 90% (1-18 on a d20) chance of going off due to this damage, centering the Damage effect on the weapon's location.

Windshield / Cockpit Canopy / Crew Compartment

The large window covering the front of the crew/passenger compartment.

One Degree of Failure

The glass is severely cracked, imposing a −2 penalty to any skill checks requiring visibility through it (half that for auditory checks if moving at 3 ranks of speed or faster).

Two or Three Degrees of Failure

The glass is partially shattered and/or holed, imposing a −4 penalty to any skill checks requiring visibility through it (half that for auditory checks if moving at 3 ranks of speed or faster) unless otherwise accounted for (such as with goggles). Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

Any ranged attack with a Damage modifier higher than that of the window (1 for glass or 4 or higher for bulletproof glass) may penetrate and strike someone within. Use the attack roll that struck the window, applying the window's Toughness rating as an attack penalty. The resulting number is considered the attack roll used against a random crew member or passenger within the target vehicle. If this attack successfully strikes someone, the Damage modifier is the attack's normal Damage modifier minus the window's Toughness.

Four Degrees of Failure

The glass is entirely destroyed (or near enough as not to matter), imposing a −4 penalty to any skill checks requiring visibility through it while traveling at 3 ranks of speed faster, adding an additional −2 penalty per rank above this (half that for auditory checks) unless otherwise accounted for (such as with goggles). Any environmental seal is broken, allowing a free exchange of the atmosphere within and without the vehicle.

As with two or three degrees of failure, an attack against the window has a chance of hitting someone inside the vehicle.

Wing

The means of keeping an aircraft aloft by acquiring lift when air is forced underneath by continuous forward movement.

One Degree of Failure

Minor holes and mechanical disruption results in a −1 Vehicles check penalty

Two or Three Degrees of Failure

Serious holing results in mechanical disruption and loss of aerodynamics, imposing a −3 penalty to Vehicles checks and a 2 rank reduction in speed (anything less than 1 rank means the aircraft stalls).

Four Degrees of Failure

The wing is damaged to the point of no longer being effective—likely being outright destroyed. If a two-wing craft, the vehicle will lose control and begin to fall to earth. If more than two wings are present, the vehicle may remain airborne so long as it retains at least one wing per side, but each wing lost before reaching the point where a crash is inevitable imposes a −6 penalty to Vehicles checks and a 4 rank reduction in speed (anything less than 1 rank means the aircraft stalls).

Disabling Critical Hits

A common aspect of the martial arts genre is using one's skills against opponents in ways that not only defeat them but are disabling in some fashion. The punch that breaks a nose, the tearing off of an ear, or the joint lock that snaps an arm like dry kindling are all examples of disabling attacks.

When an attack roll naturally falls within an attack's critical threat range, a second d20 is rolled if you wish to use this optional rule. Apply to this second d20 all attack modifiers that pertained to the first attack roll. If a 20 or higher result is achieved on this second roll, the critical hit is considered disabling so long as a damaging critical hit also results.

Disabling Critical Damage Results

The effect of a disabling critical hit depends on the type of damage the critical hit delivers, but some general guidelines based on physical harm are presented. All effects are cumulative with damage effects previously acquired, opting for the most serious condition where they may conflict. Severity is determined by the amount of degrees of failure the target suffers from their Toughness resistance check against the disabling critical hit.

Immunity to critical hits also grants immunity to disabling critical hits.

One Degree of Failure

Treatment DC: 15; treatment must begin within 5 hours of the disability being caused.

The target is subject to a minor temporary disability for the specified area if the hit location rule is in effect, or in general if not. This could be the equivalent of the one degree of failure with a successful hit location attack result (pg 108), an inconvenient complication (e.g., color blindness for an eye), or one of the following conditions the Gamemaster deems suitable:

Dazed, fatigued, hindered, impaired, vulnerable.



Two or Three Degrees of Failure

Treatment DC: 20; treatment must begin within 1 hour of the disability being caused.

The target is subject to a worrisome temporary disability for the specified area if the hit location rule is in effect, or in general if not. This could be the equivalent of the two or three degrees of failure (as suits the degrees of success) with a successful hit location attack result (pg 108), a troublesome and problematic complication (e.g., not being able to move without extreme pain that requires all Concentration effects make a power check each round to maintain), or one of the following conditions the Gamemaster deems suitable:

Defenseless, disabled, exhausted, immobile, stunned.

Four Degrees of Failure

Treatment DC: 30; treatment must begin within 5 minutes of the disability being caused.

The target is subject to a severe temporary disability for the specified area if the hit location rule is in effect, or in general if not. This could be the equivalent of the four degrees of failure with a successful hit location attack result (pg 108), a debilitating complication (e.g., losing a sense), or one of the following conditions the Gamemaster deems suitable:

Incapacitated, paralyzed, unaware.

Disabling Result Duration

The results of a disabling critical hit lasts 1 week (rank 17), +3 ranks up the **Measurements** table per degree of success beyond the first that is rolled for the attack's disabling critical hit d20, plus any ranks of the Superior Disabling advantage (pg 70). If the result is 6 years or more (rank 25 or higher on the **Measurements** table), consider the disabling critical hit's result to be permanent. In this case, the character develops a permanent complication that may include a condition (e.g., impaired, paralyzed) that is limited to a part of the body or may affect all of it, depending on the disabling critical hit's nature.

Treatment can be used to reduce the duration of a disabled critical result. Doing so first requires a successful *diagnosis* check and then surgery using the provided DC. Reduce the duration of the disabling critical hit by two ranks on the **Measurements** table for every degree of success from treatment. Every two ranks of the Regeneration effect the character possesses similarly reduces the duration by one rank. A Healing effect may be used in place of the Treatment skill, but uses the indicated surgery DC.

While attacking an opponent with Dodge 5 and Toughness 6, a character with a fiery **Ranged Damage 8** *power with Improved Critical applied to it, and a +9 attack modifier, obtains a possible critical hit. A second d20 is rolled, resulting in a 19, for a total of 27. This indicates the critical hit is also a disabling critical if the target fails their resistance check against the Damage 8 effect.*

The opponent rolls their Toughness resistance check against the attack's DC 23, rolling an 8 for a total of 14. This result indicates two degrees of failure, so the target will suffer a worrisome temporary disability for 2 months (1 week +3 ranks on the **Measurements** *table for the second degree of failure) unless they get medical assistance in the next hour.*

The Gamemaster decides the worrisome disability manifests as the exhausted condition due to scorched lungs from the flaming blast.

Off-Hand Attacks

In most super-hero games, your character's handedness (right or left) is not often important. In a martial arts game, however, this can be vital to a fight's outcome (especially if you are also using this product's hit location and disabling critical hit optional rules). Aside from adding mechanics for using your off-hand (the one you do not primarily use) when the dominant/primary hand is not available, these rules also represent a means of wielding a weapon in both hands simultaneously.

With the off-hand attacks option, you can make one additional attack each round with your off-hand as a move action. Fighting this way is difficult, however, so you suffer a –6 penalty with your regular attack and a –10 penalty with your off-hand attack. You can reduce these penalties, though.

If your off-hand weapon is light (that is to say, it's mass rank on the **Measurements** table is 4 or more ranks lower than your Strength rank, and it can be used one-handed), the penalties are reduced by 2 each. (An unarmed attack or an attack using a power is always considered a light weapon). The Benefit (Ambidextrous) advantage lessens the primary hand penalty by 2 and the off-hand penalty by 6. The **Off-Hand Attack Penalties** table summarizes these factors.

Off-Hand Attack Penalties

Circumstances	Primary Hand	Off-Hand
Standard penalties	–6	–10
Off-hand weapon is light	–4	–8
Benefit (Ambidextrous) advantage	–4	–4
Off-hand weapon is light and Benefit (Ambidextrous)	–2	–2



Unarmed Defense Against Close Combat Weapons

In the core rules, it is assumed that a character can (by and large) defend as easily against a close combat weapon as they can an unarmed attack. If the Gamemaster wants a more realistic approximation of such conflicts, consider the following simple guideline:

If a character's Toughness is equal to or higher than the close combat weapon's total Damage modifier (meaning all modifiers are accounted for), they apply their full defense against the attack. If their Toughness is less than the Damage modifier, however, the target is vulnerable to the attack. If you really want to be harsh, you can even rule that anyone with a Toughness that is less than one-third (rounded down) the attack's Damage modifier is defenseless against the attack.

New Actions

The following optional combat rules introduce new elements to general combat or expand on preexisting rules.

Entangle Weapon

Move Action

If you successfully parry a close combat weapon attack using a close combat weapon of your own possessing a cross guard, dual blades, loose chains, snare wires, or the like, you can make an attempt to entangle the attacker's weapon with your own. Do so by proceeding with a disarm action, meaning all modifiers for a disarm apply.

Success means the weapon is locked with your own, in your control to maintain the hold or release at will. However, both weapons involved in the maneuver are incapable of being used for anything else so long as the entangle remains. Failure means the target may attempt an entangle weapon maneuver of their own against you as a free action if their weapon is equipped to do so.

The initiator of this maneuver can free their weapon at will, but the target may try to escape or reverse the maneuver (or let go of their weapon as a free action, losing it in the process). Doing so requires making an opposed check with both participants choosing to apply either their Strength or disarm modifier (but not both). If the opponent is successful, they may choose to remove their weapon entirely from the entanglement. Alternatively, they may opt to reverse the entanglement, now considering them to be the one in control of the maneuver and the original initiator the subject of it.

Whoever is in control of an entangle weapon maneuver may attempt to disarm their opponent as a move action without the usual –2 penalty for a disarm.

Grab, Body Shield

Move Action

You may twist your grabbed opponent into the way of an incoming attack, gaining cover as though the grabbed opponent's body were an obstacle. If the attack misses you but does so with only one degree of failure, the grabbed opponent being used as a shield is automatically struck by the attack instead.

An opponent of the same size or smaller than you who is being used as a body shield counts as partial cover, and an opponent who is larger than you is considered total cover. You cannot use as a body shield an opponent who is 3 or more ranks smaller than you.

Grab, Joint Lock

Move Action

Only usable by characters with the Joint Lock advantage, you suffer a –2 penalty to any grab checks against the opponent you are attempting to grab or are already grabbing and holding but are not vulnerable while doing so (you remain hindered, however). You do so by leveraging their joints in a way that impedes them. This also imposes a –4 penalty on any checks they make to resist, counter, or escape your grab so long as the joint lock is maintained.

New Maneuvers

The following includes some optional new maneuvers to employ in your game.

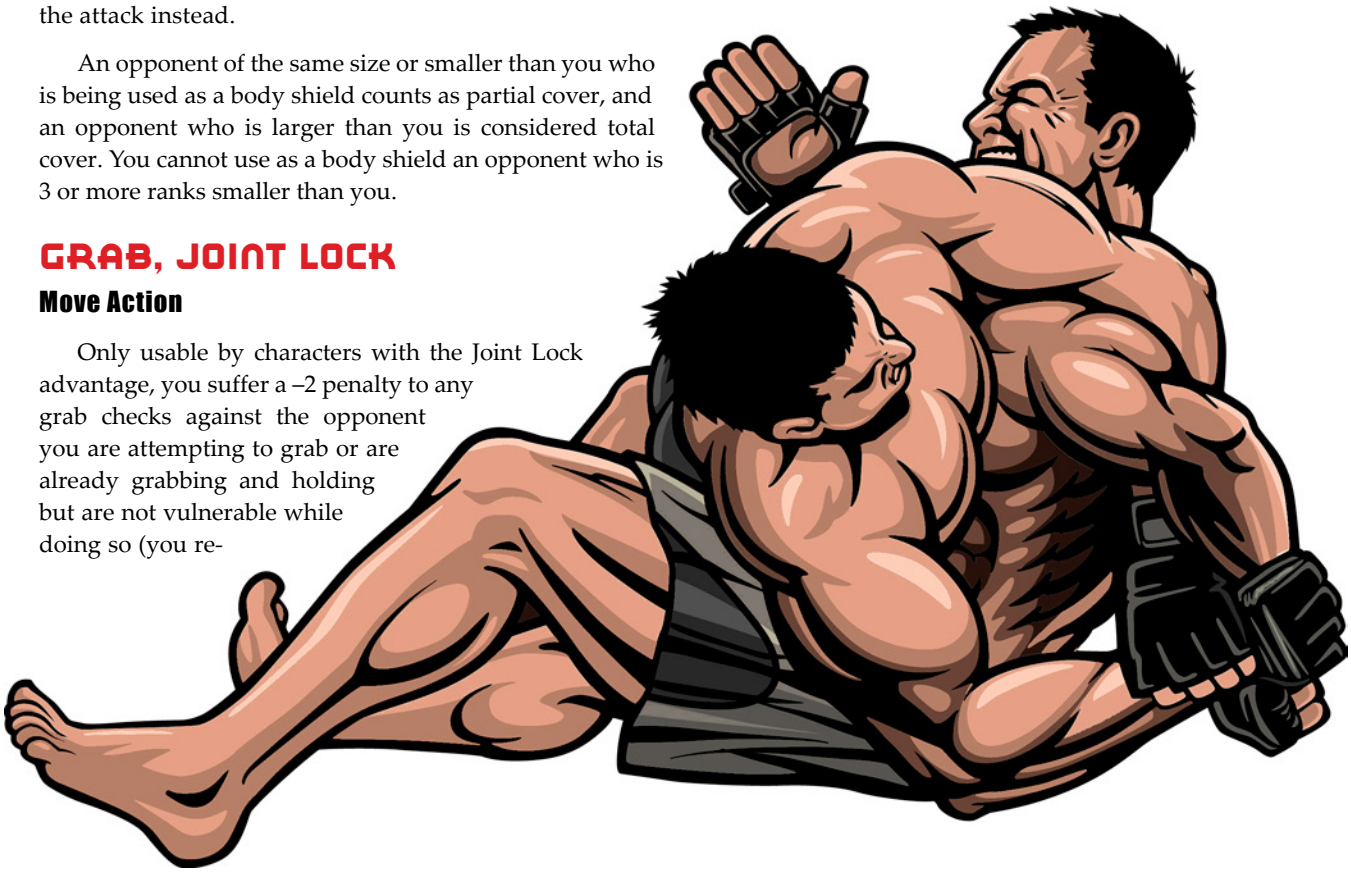
Impromptu Ranged Attack

Standard Action

By making a successful close combat attack check with a –4 penalty against an object of a mass rank on the **Measurements** table at least 4 ranks below your Strength rank, your attack propels that object, sending it through the air towards the desired target.

A character with Strength 4 could make an impromptu ranged attack with an object of a mass rank of 0 (50 lbs). or less.

This same attack check result is then used to determine if the object strikes its intended target, considering it thrown for the sake of range. The defender is taken by surprise and is considered vulnerable to the attack if they fail an opposed Insight check as a free action



against your attack check result. The attack's Damage modifier is equal to the object's mass rank plus your Strength modifier. If this combined Damage modifier exceeds the object's Toughness, the object breaks on impact (with your target or something else if the attack misses).

Twist It Deep

Standard Action

When a piercing melee attack (usually a weapon) successfully strikes an opponent, the attacker may opt to twist the means of attack while it's still in the target before removing it, thus worsening the wound. This twisting action relies upon several conditions being met and counts as a move action. Such a twisting action is considered to strike automatically (meaning no attack roll is needed) because the weapon is already in the target but has a Damage modifier equal to half that of the original piercing attack (round down). However, do not apply the Strength modifier.

The attacker suffers a −4 penalty to their defenses until their next action following use of this maneuver.

For this maneuver to be possible, the piercing attack cannot be used or otherwise removed between the initial attack and the twisting action. Also, the attacker and opponent must remain within sufficient proximity of each other to allow the twisting action to occur (meaning the attacker can't twist a blade if the opponent moves away or the initial attack causes knockback that takes the target out of reach).

New Hot Pursuit Vehicle Combat Maneuvers

The following are maneuvers (stunts) a vehicle's driver or pilot may attempt according to the **Hot Pursuit & Vehicle Combat Optional Rules** presented in **Better Mousetrap 3e**. Not all maneuvers may be performed by all types of vehicles, and so each lists the vehicle types that may attempt to perform them.

New Pursuer Maneuvers

Pursuer maneuvers are intended to slow down and catch the target.

Buy Time

The pursuer stalls, matches speed, feints, and maneuvers with another vehicle, all with the purpose of setting the latter up for another pursuer maneuver to follow.

Type: Aerial, Aquatic (surface, submerged), Ground, Space

Lead: Any

Success: Declare an opponent to use this maneuver against. In the next round, the pursuer increase by +2 any bonuses gained by a maneuver performed that targets the same opponent, be the bonus to initiative, skill checks, dodge, damage, etc.

Dovetail

The pursuer heads towards a target and, at the last moment, swings their vehicle's rear end out towards it by using the front as a pivot. This moves the vehicle in a one hundred and eighty-degree turn on the spot. The vehicle's swinging rear end is intended to strike the target as the turn is made.

Type: Aquatic (surface, submerged), Ground; some aerial vehicles, such as helicopters, may be capable of performing this maneuver

Lead: 1 length or less

Success: The pursuer inflicts a slam attack against their target as though the latter had been rammed. However, the Damage modifier applied to both target and vehicle is halved (round down).

Increase the required maneuver check's DC by +5 if you wish to knock over a pedestrian or the like with this maneuver rather than ram them. If successful, you inflict an **Affliction** (Resisted by Dodge; Vulnerable, Prone) Limited Degree effect upon the target. This effect has the same rank as the damage bonus the slam attack would have possessed.

Pop the Top

The pursuer makes their vehicle airborne, aiming it at a target vehicle's crew like a weapon in a clipping attack. This often takes the form of a jumping car using its lower frame and tires to tear through another car's roof, or a plane using a wing or lowered landing gear to clip another plane's cockpit.

If the target vehicle is tall enough, the pursuer's vehicle may need to first pull off a jump maneuver.

Type: Aerial, Aquatic (submerged, surface), Ground, Space

Lead: 5 lengths or more

Success: The target vehicle suffers half the normal Damage modifier from a slam attack from the pursuer's vehicle, but any of the target vehicle's crew directly in the way suffers the full Damage modifier. The pursuer's vehicle experiences one-third the Damage modifier applied to the target vehicle's crew (rounded down).

Upper Hand

The pursuer attempts to maneuver their vehicle into a position that not only improves their attack's likelihood of striking successfully but also reduces the target's ability to see and/or anticipate the pursuer's vehicle.

Type: Aerial, Aquatic (submerged, surface), Ground, Space

Lead: 10 lengths

Success: The pursuer gains a +2 bonus to attack the target in the following round. If it is just those two vehicles involved in combat (or if a second roll to break a tie for initiative with the target vehicle), the pursuer also gains a +2 initiative bonus.

New Target Maneuvers

Target maneuvers are conducted with the intent of escaping a pursuer.

Barrel Roll

The vehicle is put into a rotating spin around a central, long axis, as though spinning while encircling a straight line along the vehicle's path.

Type: Aerial, Aquatic (submerged), Space

Lead: Any

Speed: Reduce pursuit speed by one-quarter (round down), but falling short of no longer moving.

Success: The target gains a +2 bonus to dodge, but suffer a –4 penalty to any other Vehicles checks during that round.

Jink

The target vehicle moves from side to side (and up and down, if able) at random intervals and angles. It does so to throw off any pursuers or other attackers targeting it.

Type: Aerial, Aquatic (surface, submerged), Ground, Space

Lead: 1 length or more

Success: Gain a +1 bonus to the target vehicle's dodge for the round per degree of success. Anyone in the vehicle firing weapons suffers a penalty to their own attack rolls equal to the same amount, however.

New Pursuer or Target Maneuvers

The following maneuvers may be used by either the pursuer or the target.

Clip

The pursuer or target attempts to clip/nudge another vehicle with the hope of forcing them to lose control.

Type: Aerial, Aquatic (surface, submerged), Ground, Space

Lead: 0 lengths

Speed: Reduce pursuit speed by one-quarter (round down), but falling short of no longer moving.

Success: This counts as a ram/slam, but consider the Damage modifier to be one-quarter normal for both vehicles (rounding down). Also, the pursuer or target performing this maneuver forces the other vehicle to make an immediate crash check.

Half-Wheeler

The vehicle is brought up onto one side, raising the other half of itself (and its wheels/skis/whatever) up into the air so the vehicle may slide through space normally too thin for it or to get one side of the vehicle over (or onto) an obstacle. The particulars are up to the Gamemaster to determine, based on the vehicle—cars are fairly easy, whereas a motorcycle would move forward on its front tire, swinging the rear to the side and up, for instance.

Type: Ground

Lead: Any

Success: Reduce the vehicle's effective width by half and/or lift the elevated side over an obstacle as tall as the vehicle itself.

Jump, High

The pursuer or target makes their vehicle temporarily airborne via some sort of ramp (or obstacle that will serve as such), with the intention of jumping for height. A maneuver check is required to make the jump, and another to maintain control upon landing it.

Type: Aquatic (surface), Ground

Lead: Any

Speed: Reduce pursuit speed by half (round down), but falling short of no longer moving.

Success: A vehicle may jump a maximum vertical distance in feet (from the top of the ramp) equal to (maneuver check result minus the defense modifier for the vehicle's size) plus the vehicle's current speed rank. A result of 0 or less means the vehicle is not capable of (significantly) jumping at that speed.

The jump will also travel a horizontal distance of half (rounded down) as many feet as the vertical jump's height, with a minimum distance of 5 feet traveled horizontally.

A gargantuan vehicle (defense modifier –4) is trying to make a vertical leap of 15 feet to escape over a wall using a nearby inclined obstacle as a ramp. The vehicle is moving at speed rank 3 and the driver's maneuver check result is 21, obtaining a vertical jump of 20 feet ((21 – 4) + 3). The vehicle jumps over the wall, also traveling 10 feet horizontally.

Failing the maneuver skill check means falling short, twisting sideways or the like, or possibly hitting something you are trying to jump over. The vehicle fails to actually become airborne, but must still make a control check to prevent crashing back into the ground, applying a –2 penalty per degree of failure with the maneuver check (keeping in

mind this check may not even be possible if the unintended landing spot is on an obstacle or the like).

Successfully landing a jump is still likely to damage a vehicle. Depending upon the result of the control check to land the vehicle following a jump, the vehicle may suffer from a slam attack of a damage rank indicated on the **Vehicle Jumping Damage** table. Anyone inside suffers as though slammed by a Damage modifier half that which is applied to the vehicle.

Jump, Long

You are able to make the vehicle temporarily airborne via some sort of ramp or obstacle that will serve as such, with the intention of jumping for distance. A maneuver check is required to make the jump, and another to maintain control upon landing it.

Type: Aquatic (surface), Ground

Lead: Any

Success: A vehicle may jump a maximum horizontal distance in feet (from the top of the ramp) equal to (maneuver check result minus the defense modifier for the vehicle's size) plus the vehicle's current speed rank, the total of which is then doubled. Before multiplying, increase the total by +1 per 5 feet the landing point is lower than the jump's take off point. A result of 0 or less means the vehicle is not capable of (significantly) jumping at that speed.

The jump will also travel a vertical height of one-third (rounded down) as many feet as the jump's distance, with a minimum obtained height of 5 feet.

A gargantuan vehicle (defense modifier –4) is trying to make a long leap of 35 feet to leap a chasm using an inclined car trailer as a ramp. The vehicle is moving at speed rank 6 and the driver's maneuver check result is 16, obtaining a vertical jump of 36 feet ((16 – 4) + 6, and then doubled). The vehicle barely jumps over the chasm, reaching a height of 12 feet while doing so.

Failing the maneuver skill check means falling short, twisting sideways or the like, or possibly hitting something you are trying to jump over. The vehicle fails to actually become airborne, but must still make a control check to prevent crashing back into the ground, applying a –2 penalty per degree of failure with the maneuver check (keeping in mind this check may not even be possible if the unintended landing spot is on an obstacle or the like).

Successfully landing a jump is still likely to damage a vehicle. Depending upon the result of the control check to land the vehicle following a jump, the vehicle may suffer from a slam attack of a damage rank indicated on the **Vehicle Jumping Damage** table. Anyone inside suffers as though slammed by a Damage modifier half that which is applied to the vehicle.

Vehicle Jumping Distance

Type of Jump	Distance (in feet)
High	(Maneuver check result – Size Defense Modifier) + Speed Rank
Long	((Maneuver check result – Size Defense Modifier) + Speed Rank) * x 2

* Before multiplying, increase the total by +1 per 5 feet the landing point is lower than the jump's take off point.

Vehicle Jumping Damage

Landing Control Check Result	Damage Rank *
Two or more degrees of success	None
One degree of success	Speed Rank + Vehicle's Size Defense Modifier
One degree of failure	(Speed Rank x 2) + Vehicle's Size Defense Modifier
Two degrees of failure	(Speed Rank x 3) + Vehicle's Size Defense Modifier
Three degrees of failure	(Speed Rank x 4) + Vehicle's Size Defense Modifier
etc.	etc.

* Increase by +1 per 10 feet lower than the jump-off height the vehicle's landing height is. This includes when the control check to land the jump is successful by two or more degrees of success.

Some Comments on Vehicle Jumps and Strength

Strength is not used to determine jumping distance with vehicles because it simply doesn't make sense—I think we'll all agree that a tank, with its 10 Strength, cannot jump farther than a 1 Strength motorcycle. Of course, a vehicle with the Leaping ability is considered to have some means of jump propulsion and landing system, in which case the Long or High Jump maneuvers are not used (unless the vehicle's operator wants to perform a jump maneuver and not turn on his Leaping systems, for whatever reason).

Loop

The vehicle maneuvers in a vertical circle, returning to its original facing afterward.

Type: Aerial, Aquatic (submerged), Space

Lead: Any

Speed: Reduce speed by half (round down), but falling short of no longer moving.

Success: the vehicle moves in a circle, moving up or down and then around along the same path of movement to settle back into the same direction.

Creative Vehicle Combat

Although the focus of this work is what you'd expect from a book entitled **Metahuman Martial Arts 3e**, it also tackles other aspects of combat, including that which utilizes vehicle (as exemplified by the Drive-Fu fighting style on pg 227). Just how much a Gamemaster wants to focus on these combat alternatives is up for them to decide, but consider moving beyond the traditional role of advantages and skills when doing so.

Consider how the Vehicrobatics advantage (pg 71) extends using the Acrobatics skill to vehicle combat, for example. Similarly, look at the other advantages, skills, and combat rules to consider how they too would apply outside of their standard framework. To get an idea of how existing combat rules may be implemented in new and imaginative ways regarding vehicle combat, consider the act of disarming.

Defining a disarm attempt against an opponent wielding a knife is simple: you know he has the knife right there in his hand. The act of disarming him will involve knocking the weapon to the ground or otherwise removing it. Simple, right? But what about disarming a tank? What about a dune buggy-mounted rocket launcher? Would a disarm action apply to either?

Rather than just saying no outright because such concepts extend beyond the default presentation in the core rules, the Gamemaster should keep in mind that the idea of the game is to have fun. This sometimes requires adapting to the situation and running with an exciting idea.

A Gamemaster may decide that a Wheelman (pg 44) could indeed apply a disarm action against a vehicle, given the right conditions. First off, rules the Gamemaster, the Wheelman will have to use their own vehicle to attempt the disarm. Also, because that vehicle is a sports car, it will work against the dune buggy's rockets (a rather light, fragile arrangement), but not against a tank's main gun (as it is securely housed within a reinforced turret that would tear the car apart).

The player behind the Wheelman character explains they will use some creative driving to throw their car into the air, over the dune buggy, using their own vehicle's wheels to knock the rockets off their mounting, thus disarming it. The Gamemaster decides this is an appropriate, creative idea and gives their permission to attempt doing so because the Wheelman is so heavily oriented towards performing extraordinary things with vehicles.

And don't think that because the Gamemaster ruled that a disarm action couldn't be used against the tank that they have disallowed all other options. What about applying the Redirect advantage to trick the tank into shooting at the dune buggy as the Wheelman's sports car sails overhead, knocking out its rockets? Similarly, using an Affliction effect intended to knock a target prone (that is to say, trip it) would almost certainly be out of the question against the tank—it's just too heavy and stable. However, what about using the sports car to apply this effect against a motorcycle, such as by plowing the car's front hood into and under the bike's front tire?

Sometimes it is okay (even preferred) for the Gamemaster to wholly put what's realistic aside in light of what's fun, especially when what's proposed is creative and bold. Thankfully, the comic book genre encourages this sort of play, as do many of the different styles of martial arts campaigns. So long as the level of realism being aimed for remains consistent so the players know where they stand, the Gamemaster shouldn't feel they are doing anything wrong by relaxing the rules a bit in this fashion, and should instead try encouraging it to see what happens.



6. Art of the Fight

The primary purpose of **Metahuman Martial Arts 3e** is to provide you with new combat options. How could any such product be considered complete without a variety of fighting styles to add some martial flavor to your game? To that end, this chapter includes a broad range of combat maneuvers that will make martial arts a unique and vital aspect of your game. The actual fighting styles created using this system are presented in the chapter to follow.

Fighting Styles 101

Unlike previous rules and guidelines for representing different martial arts fighting styles for **Super-Powered by M&M** rules, **Metahuman Martial Arts 3e** has taken the concept further by adding new, power-like maneuvers, unique combat stances, and more. Doing so allows the fighting styles to become much more than has presented in other publications, offering an entirely new way of looking at fighting styles within the **Super-Powered by M&M** framework.



Unarmed vs. Weapon Fighting Styles

Some fighting styles focus on unarmed combat, others with wielding a particular weapon or weapons, while most incorporate both. The distinction between unarmed and weapon fighting styles is largely one of flavor and description, though. Almost all combat and martial arts advantages work the same whether you're using them unarmed, armed or with super-human powers, although a number are specific to a particular attack. The Gamemaster may choose to apply certain situational modifiers based on a style's standard weapons as needed.

Option: Weapon Elements

If you want a more detailed way of defining what weapons or attacks are usable with what fighting styles, you can use the following guidelines.

Each fighting style gets one "weapon element"—an attack basis it's intended to work with, automatically and at no cost. So, an unarmed style works automatically with unarmed attacks, whereas a weapon style must choose a particular weapon (or narrow category of weapons, like swords, at the Gamemaster's discretion). Adding another weapon element to the style requires the Weapon Element advantage, allowing the character to employ an additional type of weapon attack with the fighting style.

Once selected, the weapon associated with a Weapon Element advantage may be used in place of unarmed at-

Matching Your Desired Level of Realism

It is possible any given fighting style will include maneuvers deemed inappropriate to your game's intended level of realism. In such instances, only those components deemed appropriate need to be used and considered for meeting the style's requirements.

tacks or attacks from other weapon types typically associated with the fighting style. This means the selected attack type may be used as part of that fighting style's basic or advanced combat maneuvers, advantages, and so on. This makes all such options interchangeable between all of the fighting style's weapon elements unless the mechanics of which explicitly require otherwise. For example, a combat maneuver that requires the sort of reach only a chain weapon can provide, thus it cannot be used with an unarmed weapon element.

In general, kung fu is an unarmed fighting style, so all of its advantages are usable with unarmed attacks automatically unless they specifically mention they are usable with weapons alone. However, various types of kung fu also teach the use of weapons, including nunchaku, swords, and staves. Each of these types of weapons is considered a separate and distinct Weapon Element advantage for the style. This means you'd replace the unarmed damage modifier in a jab attack with the weapon's damage modifier, otherwise retaining the jab's other game mechanics.

Note that characters can spend a hero point to emulate the Weapon Element advantage as a *heroic feat*. Doing so grants the character a weapon element they wouldn't normally be able to use with their fighting style, but only until their next turn.

Acquiring a Fighting Style

Just about anyone may learn a fighting style. Doing so requires the character express an interest and then begin purchasing a fighting style's various components (skills, advantages, combat maneuvers, etc.) Still, a teacher must be found if your game wants character improvement to be about more than merely spending points. The amount of these components the character purchases (and to what degree) will indicate how well-practiced they are with a particular fighting style. The Style Initiate, Student, and Master advantages (pgs 78 and 79) also serve as similar benchmarks within a fighting style.

Of course, it is possible for characters to purchase the equivalent of basic and advanced combat maneuvers on their own, as separate powers not related to martial arts. However, if the Gamemaster wishes to uphold the sense that martial arts are something that must be studied with discipline and devotion, they must create a perceptual divide between common super-powers and power-like martial arts maneuvers. This is done by emphasizing the value of conceptual differences and by making the most of the new rules presented in this work.

Never lose sight of the fact that new fighting style maneuvers gained with experience are explained away as the result of practice and study. Learning metahuman super-powers that perform in the exact same manner require a far different explanation, such as radiation exposure or continuing natural mutation. If this emphasis is not maintained, the various fighting styles lose their distinctiveness and are reduced to nothing more than a power descriptor, like "magic," "mutation," or "psychic."

Requiring that learning new aspects of a fighting style undertake practice and tutelage means the character can

Multiple Fighting Styles

It is possible for a character to learn more than one fighting style. While doing so, keep in mind that some fighting style components carry over between different styles while others do not.

Fighting Style Extras & Flaws

You must purchase fighting style extras and flaws separately for each fighting style a character knows. This is true even for fighting styles that have the exact same style extras or flaws.

Fighting Style Stances

You must buy each fighting style's distinctive (Style) Stances advantage even if they share some or all of the same stances.

Weapon Elements

Weapon Elements must be purchased separately for each fighting style.

Advantages

Except for those that are fighting style specific or its individual description says otherwise, obtaining an advantage once will allow it to be applied to any fighting style of which it is a component. This holds true for advantages that require selecting a particular combat maneuver for, and that combat maneuver is a component of more than one fighting style the character practices.

Skills

Other than Close Combat and Ranged Combat skills for a particular fighting style, skills apply to all known fighting styles.

Basic & Advanced Combat Maneuvers

Unlike standard power builds, basic and advanced combat maneuvers must be purchased separately for each fighting style the character knows, even if the combat maneuvers are identical. This is part of the trade-off of the wide-reaching benefits of allowing a Close Combat or Ranged Combat skill apply to an entire fighting style. Conceptually, how a particular fighting style trains practitioners to perform a combat maneuver that is mechanically identical is sufficient to require they be purchased separately for each known fighting style.

only learn new fighting style elements from someone who knows the same fighting style and already possesses the desired ability. Further adhering to this theme, the Gamemaster may also require the teacher be one degree of ability higher than the character with regards to their Style Initiate, Student, or Master advantage. For example, an initiate may learn from a student or master, but not from another initiate. Masters may teach other masters that have also taken the Benefit (Style Grandmaster) advantage in their shared fighting style, however.

By maintaining a hierarchy of student-teacher relationships in your game, the idea of martial arts as skill and knowledge is solidified in everyone's mind. This keeps martial arts apart from powers gained at birth, from spontaneous happenstance, through mutation, etc.

Fighting Style Stances

Most fighting styles focus on particular philosophies of combat that, among other things, determine the sort of stance—body positioning, balance, and the like—a practitioner will assume in combat. Different stances allow the practitioner to make the most of the various aspects of the style's teachings. To this end, every fighting style lists several stances that may be employed while using that same style's maneuvers so long as the appropriate (Style) Stances advantage is selected.

Everyone is assumed to be in a Neutral stance to begin with, even characters that do not know a fighting style. Changing stances requires a Close Combat or Ranged Combat (as appropriate): Fighting Style check as a move action (or free action if switching from a Neutral stance). The check's DC is determined by the stance you are attempting to use. Assuming a Neutral stance requires no check, and successfully doing so is automatic. Failing a Close Combat or Ranged Combat (as appropriate): Fighting Style check to assume a new stance automatically forces the character into the Neutral stance.

Once a fighting style stance has been assumed, the character is affected by its benefits and detriments until the stance is disrupted or switched to something else. A new check is not made every round to maintain the assumed stance, only to switch between fighting style stances or to assume a new stance if the previous stance is disrupted.

A fighting style stance cannot be used for another fighting style's stances unless a rank of the (Style) Stances advantage is also taken for that additional fighting style. Even then, the fighting styles must share the same type of stance and the player must announce their character is switching to a different fighting style as a free action. They must also



make another Close Combat or Ranged Combat check appropriately to maintain the stance but adjust it to the new fighting style's particulars.

Being affected by the asleep, defenseless, immobile, incapacitated, paralyzed, prone, stunned, or vulnerable conditions means any stance the character has assumed has been disrupted. Having one's stance disrupted returns the character to a Neutral fighting stance. Ending an encounter usually also means automatically switching back to a Neutral stance because the combatant becomes more relaxed. Although there are circumstances where a fighting style stance may logically be maintained outside of combat, it is thematically and practically difficult.

Certainly, there are advantages to deciding to always remain in a particular fighting style stance, but the character is hardly inconspicuous by doing so. Imagine a character who chooses to never exit their preferred fighting stance—no matter where they go, no matter what they are doing, the character proclaims they never leave that stance. A certain karate-practicing kid would look rather silly going to the mall, class, and so on if he were always in his kicker fighting stance, for instance.

A character may only assume one stance at a time. Any benefit gained from a fighting style stance remains restricted by the game's PL maximum, as normal.

THE FIGHTING STYLE STANCES

The following fighting style stances are selectively provided by the various fighting styles. No fighting styles offer them all.

Avoiding Stance DC 15

You are skilled at getting out of the way of oncoming attacks by moving to the side or under it.

Benefits: Can use Dodge instead of Parry to avoid close combat attacks.

Detriments: –4 to attack.

Blocking Stance DC 13

You are prepared to block incoming attacks.

Benefits: +2 to Parry.

Detriments: –2 to attack.

Bobbing Stance DC 15

You are in constant motion so as to better get out of the way.

Benefits: +2 to Dodge.

Detriments: –2 to attack.

Crane Stance DC 18

A confusing stance resembling a crane with outstretched arms (wings), standing on one leg with the other foot positioned at the supporting leg's knee.

Benefits: +2 to attack and Parry.

Detriments: Immobile and has a Dodge modifier of +0.

Disarming Stance DC 13

You are prepared to disarm incoming attacks.

Benefits: +4 to attack checks to disarm.

Detriments: –2 to all other attack checks.

Disruptive Stance DC 10

Your stance is prepared to throw your opponent's stance into disarray.

Benefits: +8 to disrupt stance Close Combat or Ranged Combat (as appropriate): Fighting Style checks.

Detriments: –4 to all other Close Combat or Ranged Combat (as appropriate): Fighting Style checks.

Drunken Stance DC 20

Something of a combination of several of the more evasive stances, the practitioner bobs, stumbles, and shuffles about as though drunk to make eluding attacks easier while misleading one's opponent.

Benefits: Deception +8 for *feinting* and *tricking*, +2 to Dodge, Defensive Roll 2.

Detriments: Acrobatics –8, Intimidation –4 ranks, –1 to attack.

Extended Stance DC 15

You use your body and balance to increase your reach.

Benefits: Add Reach 1 to all close combat attacks.

Detriments: –1 to Parry and Dodge.

Finishing Stance DC 18

You await an opponent to become helpless so that you may strike with the utmost deadliness.

Benefits: Double all close combat damage modifiers, but not beyond the PL limits.

Detriments: –4 to *all* other rolls, checks, and effect ranks (including Toughness resistance checks).

You only gain this advantage if the target becomes helpless while you are already in this stance. Walking up to a helpless opponent and then assuming a finishing stance will not allow you to use its benefits on that enemy, although you'll still suffer the penalties.

Firing Stance DC 13

Your positioning is optimized for directing ranged attacks (arrows, gunfire, etc.) at targets.

Benefits: +1 to attack and damage with ranged attacks.

Detriments: –1 to attack and damage with other types of attacks.

Fluid Stance DC 18

You are prepared to adapt your fighting style on the fly.

Benefits: +1 rank of the Combo Element extra (pg 91) to the Extra Attacks effect (pg 84). If not using the Extra Attacks effect or Combo Actions (pg 87), you gain a +2 to any combat check or modifier you want. How this modifier is applied must be declared at the beginning of each round before anyone declares any actions or rolls any dice.

Detriments: –2 to Deception *feinting* and *tricking* checks, and –1 to parry.

Grappler Stance DC 15

You are positioned to grapple whatever comes your way and maneuver it into a grab attempt.

Benefits: +2 to grab checks whether to initiate, maintain, etc.

Detriments: –1 to Dodge and Parry.

Grounded Stance DC 18

You plant your feet firmly and ready your body to absorb impact.

Benefits: +2 to any checks to resist a push, rush, trip, or body throw, and reduce knockback against you by 1 rank.

Detriments: –1 to attack, and you are vulnerable.

Guarded Stance DC 12

You are prepared to defend rather than take the offensive.

Benefits: You may add up to +5 to your active defenses with a Defensive Attack. Increase to +10 if you also have the Defensive Attack advantage.

Detriments: You must take the same modifier as a penalty to your attack checks.

High Stance DC 13

You stretch out to your full height, possibly rising on the balls of your feet, elevating your center of gravity.

Benefits: +2 to Dodge as an active defense (meaning it does not apply to resistance checks).

Detriments: −2 to resist knockback, trips, and body throws.

Kicker Stance DC 15

Your stance makes you better able to bring your feet to bear.

Benefits: +2 to attack and damage with foot (or equivalent part of the anatomy) attacks.

Detriments: −2 to attack and damage with attacks using other body parts.

Low Stance DC 13

Your stance is incredibly low to the ground, granting greater control over your center of gravity.

Benefits: +4 to resist trips and body throws.

Detriments: Hindered.

Misleading Stance DC 15

Your posture is intended to increase the chance of deceiving your opponents regarding your intentions.

Benefits: +4 to Deception checks for *feinting* or *tricking*.

Detriments: −1 to initiative, −1 to attack.

(Named) Stance DC 10 + 1/rank

You've developed a stance that accommodates the needs of a particular power or combat maneuver that is martial arts related (a blast of Chi energy, for example).

Benefits: +2 to power checks/attack/whatever with the indicated power, as appropriate to how the power's action is initiated.

Detriments: −1 to Dodge and Parry. (The Gamemaster and/or player can tailor the penalty to something else if deemed more suitable).

The Gamemaster has final say on what qualifies as something a stance is appropriate for, and may allow for greater or entirely different benefits (with comparable detriments as balance).

Neutral Stance DC N/A

This is the default stance for martial artists and non-martial artists alike, whether prepared for combat, unconscious, at ease, etc. This means *everyone* may assume a Neutral stance as a free action without a skill check.

Benefits: None.

Detriments: None.

Offensive Stance DC 12

You are prepared to go on the offensive rather than wait on your foe's attacks.

Benefits: You may add up to +5 to your attack with an All-Out Attack. Increase to +10 if you also have the All-Out Attack advantage.

Detriments: You must take the same modifier as a penalty to your active defenses (Dodge and Parry).

Power Stance DC 15

Your positioning is designed to increase the power of your attack.

Benefits: +2 damage modifier with close combat attacks.

Detriments: −1 to Parry; −1 to initiative.

Prone Stance DC 15

You are capable of fighting more effectively while in the prone position.

Benefits: You can crawl at two-thirds your normal speed while prone (or normal speed if you also possess the Prone Fighting advantage).

Detriments: −1 to initiative.

Pugilist Stance DC 15

Your stance makes you better able to bring your fists to bear.

Benefits: +2 to attack and damage with hand (or equivalent part of the anatomy) attacks.

Detriments: −2 to attack and damage with attacks using other body parts.

Reactive Stance DC 13

You take a position that allows you to more easily move in just about any direction without telegraphing your direction.

Benefits: +2 to Dodge resistance checks (meaning it does not apply to active defenses).

Detriments: −1 to attack.

Showman Stance DC 15

This stance is intended to both mislead and entertain. It is optimized for showing off and taking punishment as part of the show.

Benefits: Deception +4 ranks, and Expertise: Acting *or* Expertise: Martial Showman +4 ranks (declare which when the stance is assumed).

Detriments: −1 to attack, −1 to Dodge and Parry.

Throwing Stance DC 11

Your stance grants you leverage that effectively increases your Strength for the purpose of throwing an opponent.

Benefits: +2 Strength for the purpose of what may be thrown and how far.

Detriments: −2 to initiative.

Wary Stance DC 13

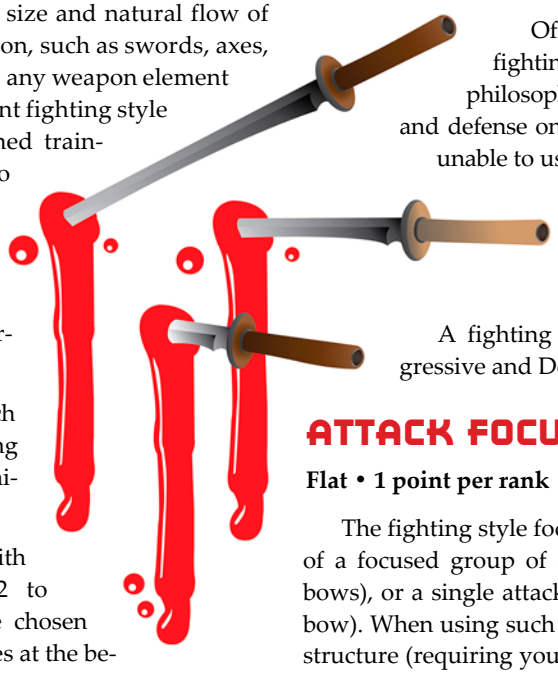
The stance focuses on reacting quickly.

Benefits: +4 to initiative.

Detriments: −1 to attack.

Weapon Stance DC 13

The stance accommodates the size and natural flow of wielding a particular sort of weapon, such as swords, axes, or staves. This stance will apply to any weapon element you are trained with for the relevant fighting style (consider it a part of the combined training). However, you'll still have to switch weapon stances when shifting which weapon you choose to use and apply the stance's benefits too just as you would between two entirely different stance types.



You'll need to announce which weapon element you're applying this stance's benefits to when initially assuming the stance.

Benefits: +1 to attack *or* Parry with the chosen weapon, and +2 to damage *or* initiative with the chosen weapon (announce your choices at the beginning of each round, before initiative is rolled).

Detriments: −1 to attack or Parry (same as the selected bonus) with all other attacks, −2 to damage for all other attacks.

Non-Martial Artists and Stances

At their discretion, Gamemasters may allow non-martial artists to purchase a single fighting style stance as though they were an advantage. Instead of using a Close Combat or Ranged Combat (as appropriate): Fighting Style check to undertake actions with a stance, non-martial artist characters instead makes a Fighting check. Doing so increases the stance's normal DC by +10, though.

Fighting Style Extras

Fighting style extras (or simply "style extras") are applied to fighting styles instead of to an effect. All style extras are a flat cost that is added to the character's overall point cost once the price of all fighting style related advantages, combat maneuvers, etc. are accounted for.

Unlike standard extras, you cannot purchase whatever fighting style extras you wish. You are limited to the type and configuration presented with the fighting styles you know. The rules presented here are intended to detail how fighting style extras work, and for Gamemasters who wish to make their own fighting styles.

Aggressive

Flat • 1 point

Offensive actions are the heart of the fighting style's teachings, discipline, and philosophy. Going on the attack is paramount, and defense only for when attacking fails. You are unable to use the Defensive Attack advantage or take an active Defend action while using an Aggressive fighting style but gain a +1 bonus to all attacks with its combat maneuvers.

A fighting style cannot possess both the Aggressive and Defensive fighting style extras.

Attack Focus

Flat • 1 point per rank

The fighting style focuses training in the exceptional use of a focused group of attacks (e.g., hand strikes, swords, bows), or a single attack type (e.g., katana, uppercut, longbow). When using such an attack within the fighting style's structure (requiring you to have assumed one of its stances, excluding the Neutral stance), you gain a +2 modifier to attack and Initiative rolls with the attack type. Also, any increases to critical miss with the attack are negated, leaving only the usual chance of a critical miss on a natural roll of 1.

A fighting style may present this extra more than once, each time applying to a different type of attack to focus upon. You cannot have this extra and the Clumsy Attacks fighting style flaw for the same attack types.

Defensive

Flat • 1 point

Defensive actions are the heart of the fighting style's teachings, discipline, and philosophy. Defending oneself

Fighting Style Extras

Name	Cost	Description
Aggressive	1 flat point	+1 to attack with all style combat maneuvers but cannot use Defensive Attack
Attack Focus	1 flat per rank	Gain +2 to attack and initiative rolls with specified attack types and negates any additional chance of a critical miss
Defensive	1 flat point	+1 to Parry and Dodge but cannot use All-Out Attack
Divine	1 flat per rank	Gain a Feature relevant to whatever force backs the fighting style
Esoteric	1 flat per rank	Unfamiliar opponents have difficulty making sense of and anticipating your fighting style
Fixed	1 flat point	+2 to Parry or Dodge if you do not move more than 5 feet during the round
Geomantic	1 flat point	Make a check against an impact to reduce the effect's rank while grounded.
Metahuman	1 flat point	+2 to power checks related to the fighting style
Mobile	1 flat per rank	+2 to Parry or Dodge if you move a sufficient distance during the round
Mystic	1 flat point	Replace Strength with mystic energy for combat maneuvers
Spiritual	1 flat point	Use your Will modifier for Fortitude resistance checks

is paramount, and going on the offensive is only for when one's defenses are solid and an opportunity presents itself. You are unable to use the All-Out Attack advantage or use a Charge action while using a Defensive fighting style, but gain a +1 bonus to Parry and Dodge while employing one of the fighting style's stances (excluding Neutral).

A fighting style cannot possess both the Aggressive and Defensive fighting style extras. Similarly, a fighting style with this extra cannot have the Weak Defense fighting style flaw.

Divine

Flat • 1 point per rank

Some manner of divine power is able to work its influence through the fighting style's practitioners, be that power a god, an aspect of nature, cosmic force, or something else entirely. This applies what is effectively an appropriate Feature per rank to either the practitioner or their combat maneuvers, as suits the divine power and the Gamemaster's discretion. This extra may make all of the fighting style's combat maneuvers Holy (or Unholy), for example, or it could empower the practitioner so that they become something of a lesser elemental being.

Esoteric

Flat • 1 point per rank

The fighting style is an especially obscure or secret style of martial arts. Only those familiar with it can recognize your fighting style or use an ability that requires studying you and your fighting style to learn information or to interact with you in some way without penalty. This would, for example, include the *disrupt stance* and *identify stance* aspects of the Close Combat (pg 50) or Ranged Combat (pg 51) (as appropriate): Fighting Style skill. It also includes the *read opponent* aspect of the Insight skill (pg 51) or the Analyze Style combat maneuver (pg 85). A –2 penalty applies to such attempts for 1 rank of this extra, or –5 for 2 ranks. If no check is usually required for such an ability, a power check becomes required with the penalty applied.

You cannot have this flaw and the Predictable fighting style flaw.

Fixed

Flat • 1 point

Remaining fixed in place is an integral aspect of the fighting style's philosophy and function. Practitioners gain a +2 bonus to either Parry or Dodge in any round within which they use this fighting style and do not move more than 5 feet. This modifier remains until the end of a practitioner's first opportunity to move again during the next round. A second rank applies the bonus to either Parry or Dodge, whichever the first rank did not apply to.

A fighting style cannot have both the Fixed and Mobile fighting style extras.

Geomantic

Flat • 1 point

The fighting style has strong ties to the earth and, as such, its practitioners benefit when both (or all if appropriate) their feet are firmly planted on the ground. When this is so, the practitioner is allowed a Close Combat or Ranged Combat (as applicable): Fighting Style check as a move action against the Damage resistance check DC of any impact-based attack that successfully strikes them. Every degree of success reduces by one rank the attack's effect rank as part of the latter's force is redirected into the ground. This benefit does not apply to attacks that do not deliver an impact, such as flames or lasers. Reducing it to rank 0 nullifies it.

This benefit cannot be enjoyed in any round within which the practitioner is making use of All-Out Attack or the character has been forcibly moved, such as from knockback.

Metahuman

Flat • 1 point

The fighting style is rooted in metahuman abilities (that is to say, super-powers). As such, the practitioner gains a

+2 bonus to all power checks involving powers and power-based combat maneuvers considered relevant to the style.

A Flycom practitioner would gain this fighting style extra's bonus while using Flight or a slam attack using flight speed to gain some additional punch. However, Enhanced Strength on its own would not benefit from this fighting style extra.

Ultimately, it is up to the Gamemaster to decide which powers are directly or thematically related enough to the fighting style to benefit from this fighting style extra's bonus.

Mobile

Flat • 1 point per rank

Remaining in motion is an integral aspect of the fighting style's philosophy and function. Practitioners gain a +2 bonus to either Parry or Dodge in any round within which they use this fighting style and have moved more than 15 feet. This modifier remains until the end of a practitioner's first opportunity to move again during the next round. A second rank applies the bonus to either Parry or Dodge, whichever the first rank did not apply to.

Most such fighting styles almost always require practitioners to take the Move-By Action advantage.

A fighting style cannot have both the Fixed and Mobile fighting style extras.

Mystic

Flat • 1 point

The fighting style is deeply rooted in mysticism (that is to say, martial abilities that get a bit of a kick from Chi, magic, or the like). By succeeding at both a Close Combat or Ranged Combat (as appropriate): Fighting Style for the attack *and* Expertise: Magic check (or an appropriate equivalent for the latter) (DC 10 + mystic power's rank), the practitioner may replace a non-magical (or equivalent) basic or advanced combat maneuver's Strength-Based Damage modifier with the rank of any magic descriptor power. This power cannot be of a Permanent or Personal nature, however. The Damage modifier remains limited by the game's PL.

Failing either check means the combat maneuver fails and a Will resistance check (DC 10 + mystic power's rank) is required, leaving the practitioner fatigued if unsuccessful. If both the Close Combat or Ranged Combat (as appropriate): Fighting Style and Expertise: Magic checks succeed, the mystic power is considered to have been activated. This results in any of its usual consequences occurring. However, its energies are channeled into the combat maneuver instead of manifesting normally. Similarly, aside from its Damage modifier, all the combat maneuver's other effects and consequences occur normally (using the attack's adjusted Damage modifier, if relevant).

Such a combat maneuver gains the Magic descriptor for that use.

A character with Strength 2, a mystic fighting style, and a magic spell built as aRanged Damage 8 power attempts a claw strike basic combat maneuver. If the attack and an Expertise: Magic check (DC 18) both succeed, the claw strike would have a damage modifier of 8 (the magic spell's rank) instead of its usual 3 (Strength 2 + 1). Failure would require the practitioner to succeed at a Fortitude check (DC 18) to avoid becoming fatigued.

Spiritual

Flat • 1 point

Training is deeply rooted in spiritual aspects that allow the practitioner's mind and essence to sometimes work what seem like miracles upon the body. The practitioner may use their Will modifier instead of a Fortitude resistance check while using the respective fighting style when the latter is called for. However, one degree of failure on this check results in the practitioner becoming dazed, two degrees is stunned, and three or more degrees results in incapacitation.

Practitioners are also able to use their fighting style's Close Combat or Ranged Combat skill instead of their Awareness check for the Healing Trance, Warrior's Trance, or Trance advantages.



Fighting Style Flaws

Just as there are fighting style extras (see pg 131), so too are there fighting style flaws (or simply "style flaws.") Fighting style flaws are similarly applied to fighting styles instead of to an effect. Characters are limited to those style flaws associated with the fighting styles they know—new ones cannot be selected as desired if they do not belong to a particular fighting style.

The points spent purchasing the advantages, combat maneuvers, etc. associated with a fighting style must surpass the total point value of a character's combined style flaws for that particular fighting style.

Clumsy Attacks

Flat • –1 point per rank

The fighting style neglects training regarding a focused group of attacks (e.g., hand strikes, swords, bows), or a single attack type (e.g., katana, uppercut, longbow). When using such an attack within the fight style's structure (requiring you to have assumed one of its stances, excluding the Neutral stance), you suffer a –2 modifier to attack and Initiative rolls with the attack type.

A fighting style may present this flaw more than once, each time applying to a different kind of attack to focus upon. You cannot have this flaw and the Attack Focus fighting style extra for the same attack types.

Demanding

Flat • –1 point per rank

This style flaw represents the difficulty of learning the fighting style, and the ongoing practice necessary to use its components effectively. A demanding style requires a certain amount of practice each week (actual combat counts towards this time). If the character fails to meet this training requirement, their performance will begin to suffer. A penalty to attack, defense, combat maneuvers, etc. while employing the fighting style will be imposed. These penalties increase incrementally by the same number for each rank of time that passes on the **Measurements Table** beyond a week.

Someone with a demanding style that imposes a –2 penalty will suffer that –2 after one week of insufficient practice. This penalty will increase to –4 after two more weeks, –6 after another month, and so on.

Ridding oneself of this penalty means spending twice the demanding style's normal amount of time practicing in a week, no matter how spread out the necessary hours of practice are performed. It doesn't pay to fall too far behind in practicing a demanding fighting style.

The point value of this style flaw is determined by how many ranks are used to indicate how much practice is required per week (see the following table. This is then combined with the severity of the penalty for not doing so. The style flaw's value increases at a rate of one rank per additional –1 penalty beyond the initial, default –1.

A demanding style requiring 14 hours a week of practice with a –2 penalty for failing to do so is a 3 rank style flaw. (2 ranks

Buying Off Fighting Style Flaws

A character may only rid themselves of their fighting style flaws when they have come to understand that fighting style sufficiently to begin altering it. The character must have the (Style) Master advantage to pay off and do away with their fighting style flaws.

Fighting Style Flaws

Name	Cost	Description
Clumsy Attacks	–1 flat per rank	Suffer –2 to attack and initiative rolls with specified attack types
Demanding	–1 flat per rank	A lack of ongoing practice results in penalties.
Ill-Favored Conditions	–1 flat per rank	Penalties to specified combat checks when fighting in the indicated conditions.
Impractical	–1 flat per rank	A natural 1 (critical miss) results in penalties.
Listless	–1 flat per rank	You suffer a –4 penalty to initiative per rank.
No Nonsense	–1 flat per rank	–2 per rank to Expertise: Martial Showman checks
Predictable	–1 flat per rank	Opponent enjoys a +2 bonus per point to *identify stance*, *disrupt stance*, and *read opponent* checks against you.
Slow	–1 flat per rank	Your maximum speed is reduced.
Style Weakness	–1 flat per rank	–1 to Parry and Dodge per rank against a particular fighting style.
Weak Defense	–1 flat per rank	–1 to Parry or Dodge per rank
Weapon Dependent	–2 flat	Your fighting style can only make use of weapon elements.

for the time involved and 1 rank for the additional –1 penalty). A demanding style requiring 7 hours a week of practice with the default –1 penalty would be a 1 rank style flaw.

Demanding Point Value

Flaw Ranks	Hours per Week
1	7 hours
2	14 hours
3	28 hours

Also, Gamemasters who want more realism in their game may require characters to spend time practicing to learn new aspects of a fighting style. If this is so, the amount of time should lengthen based on the new aspect's complexity (e.g., an advanced combat maneuver takes longer than a basic combat maneuver), and how much weekly practice the demanding style requires.



Making the Demanding Style Flaw Relevant

Many players may see the Demanding style flaw as a way to reduce the cost of their fighting style without much trade off. They can perform the required practicing "out of game," during downtime, right?

Well, this may be true in many cases, but it is up to the Gamemaster to interfere with this plan. How often does a superhero get to stick to their planned schedule, after all? Life has a way of making other plans, the saying goes, and the life of a superhero is no different. The demands of trying to balance a crime fighter's life with that of a secret identity are not easy, and finding the required time to practice a demanding fighting style will be no exception unless the player is made to define how they will do so.

Also, keep in mind that even a minimum of practice can be taxing on the body. As such, an option is to require the character to roll a (DC 10 + weekly hours of practice) Fortitude check at the end of a week's full practice. Nothing detrimental occurs if the check succeeds, but failure results in the character suffering half the flaw's penalty for not sufficiently practicing. The penalty remains for a full day.

Ill-Favored Conditions

Flat • –1 point per rank

There is a circumstance you're especially ill-suited for employing your fighting style under. Examples include when outnumbered, when drunk, when cornered, and so forth. While operating under such ill-favored conditions, you suffer problems the Gamemaster may introduce as part of the story, or as modifiers to your relevant rolls.

If opting to apply the detrimental effect as a modifier, apply a –1 penalty to attack, parry, or dodge, or –2 to any other particular combat check (e.g., feint, disarm, a power check), per rank of this style flaw. You must specify the penalty's nature when each rank of this flaw is acquired. You may spend additional points on increasing the penalty for the same check or for other types of checks.

Ill-Favored Conditions (While Not Prone; a –2 attack, –1 parry, –4 feint) would be worth 5 rank. The penalties would be suffered whenever the character was not fighting from a prone position.

If the Gamemaster chooses to employ this style flaw's effects in a way other than as a modifier because a modifier isn't appropriate to the situation, the repercussions should be comparable to what the penalty's severity. In other words, the more ranks there are in this style flaw, the worse the outcome is likely to be.

Impractical

Flat • –1 point per rank

Whether due to more concern with showmanship over functionality or a lack of realistic scenarios in its training regimen, the fighting style suffers from the failing of impracticality. As such, the Gamemaster may want to penalize the character in some no-nonsense combat situations.

Whenever a natural 1 (or critical miss if an attack) is rolled for any check associated with the fighting style (e.g., attack, dodge, parry, power check) in actual combat (so it won't apply to competition and the like), the style's impractical nature is revealed. The fighting style's impractical nature puts practitioners at a disadvantage, meaning all checks associated with the fighting style will suffer a penalty equal to this fighting style's rank for one round following.

A fighting style with the Impractical 4 flaw would result in a –4 penalty for one round as a consequence of a natural 1. This flaw would be worth 4 ranks.

Alternatively, ranks may be added to this style flaw to increase the natural miss range on a 1:1 basis.

A fighting style with the Impractical 4 (natural miss 3, –2) would result in a–2 penalty for one round as a consequence of a natural 1, 2, or 3. This flaw would be worth 4 ranks.

Listless

Flat • –1 point per rank

For whatever reason, adhering to the fighting style means being slow to take action and to react. When using the fighting style, practitioners suffer a –4 penalty to initiative per rank of this style flaw. If a practitioner begins using a fighting style with this style flaw once initiative has already been rolled, they must roll again and apply this flaw's penalty.

No Nonsense

Flat • –1 point per rank

The fighting style restricts itself to useful, practical techniques. As such, it does not lend itself well to showmanship and the like. Each rank of this fighting style flaw imposes a –2 penalty to Expertise: Martial Showman checks.

A fighting style with this flaw cannot have Expertise: Martial Showman amongst its style skills, nor Showboating amongst its advanced combat maneuvers.

Predictable

Flat • –1 point per rank

The fighting style is predictable, granting opponents a +2 bonus to *read opponent* Insight checks, and to *identify stance* and *disrupt stance* Close Combat or Ranged Combat (as appropriate): Fighting Style checks against practitioners per rank of this style flaw.

You cannot have this flaw and the Esoteric fighting style extra.

Slow

Flat • –1 point per rank

Reduce by one rank per rank of this style flaw a practitioner's maximum speed while using the fighting style.

Style Weakness

Flat • –1 point per rank

Select a particular fighting style that the fighting style this flaw is for is less effective against. The practitioner need not also have the Opposing Style advantage (pg 77), but the two do make a lot of sense together. Practitioners of this fighting style suffer a –1 penalty to Dodge and Parry against attacks from someone using the selected fighting style against them.

Weak Defense

Flat • –1 point per rank

Each rank of this fighting style flaw represents a –1 penalty to Parry or Dodge while the practitioner is using the fighting style in question. Additional ranks may be spent on worsening this penalty, and/or applying a penalty to the other active defense modifier (Parry or Dodge, as appropriate).

A fighting style with this flaw cannot have the Defensive fighting style extra.

Weapon Dependent

Flat • –2 points

This style flaw means all of the fighting style's basic and advanced combat maneuvers can only be used with the style's weapon element(s) other than "unarmed." This means actual weapons are required. The presence of this style flaw means "unarmed" may never be applied as a weapon element to the fighting style. Unless their design intrinsically restricts their use already, a fighting style's advantages and skills are not restricted by this flaw.

Combat Maneuvers

Aside from advantages, fighting styles are primarily defined by their combat maneuvers. Combat maneuvers are a types of attack and other abilities made from effects of varying capabilities. Combat maneuvers are designed to simulate different hand,

foot, and body (and so on) attacks and fighting techniques that are broken down into basic and advanced maneuver categories. They are constructed as power builds with a flat or per-rank point cost representing all the maneuver's combined power effects, extras, and flaws.

Basic Combat Maneuvers

Basic combat maneuvers are those that require some degree of training or an exceptional amount of experience, but still do not extend to the depths of preternatural martial abilities or intense study of legendary proportions. These are the type of fighting moves someone can learn in just about any strip mall martial arts school or boxing gym. It's also possible for someone "raised on the streets" or otherwise submerged in a culture of violence to pick up these maneuvers on their own. They do so by developing their fighting techniques out of necessity rather than formal training.

Although built in the same fashion as powers, basic combat maneuvers are considered mundane (meaning there's nothing "super" about them). As such, they cannot be nullified unless the Nullify effect in question works against unarmed attacks in some way.

Negative Strength-Based Damage?

If a character selects a combat maneuver that indicates its Damage rank is equal to the character's Strength, but it has a negative modifier applied, the attack will not have a negative or zero Damage rank if the negative modifier is greater than the character's Strength. Instead, just buy 1 rank of the Damage effect and ignore the modifier. Practically, the modifier only comes into effect for characters with a Strength greater than the modifier.

A character with Strength 2 who purchases the Ear Shot combat maneuver (Damage equal to Strength –3) would only need to buy the minimum 1 rank (9 points). A character with Strength 5 could buy the minimum 1 rank (9 points), or opt for a more damage with 4 ranks (12 points) or 5 ranks (13 points). If they do not, the latter character gains no greater benefit from using an Ear Shot than does the former character.

Basic Unarmed

This is the most rudimentary of combat maneuvers and is available to *all* characters able to make close combat attacks. It is a catch-all term for the simple (and sometimes untrained) punch, front kick, open palm strike, back kick, or

Action: What sort of action ("S" for Standard or "M" for Move) is required to perform the maneuver. "S + M" means both a Standard and Move action is necessary.

Damage: How the attack's damage modifier is calculated.

- *Str*: The damage modifier is Strength-Based; A "Str" indicator on its own means the attack only does damage equal to the attacker's Strength, as per a basic unarmed attack. A "Str" listed with a modifier means the indicated modifier is applied to the Strength modifier.
- *Positive Number*: The maneuver is built as a Damage effect with the indicated ranks.
- *Negative Number*: The maneuver is built as a Damage effect of ranks equal to the character's Strength minus the provided numer, with a minimum of 1 rank out of necessity.

Crit.: The maneuver's critical threat range, as possibly improved by applying the Improved Critical advantage.

Attack: Any standard bonus or penalty adjustment to the character's attack modifier while performing the maneuver.

This positive or negative modifier is typically achieved via the Accurate extra and Inaccurate flaw, respectively. It can also represent a penalty that arises from the need to strike a particular area.

Defense: Any possible adjustment to the character's active defense modifiers while performing the maneuver. This modifier stays in place until the next round, at which time any new action in the subsequent round resets the modifier to normal.

- "*D*" represents a modifier to Dodge.
- "*P*" represents a modifier to Parry.
- "*P&D*" represents a modifier to both Parry and Dodge.

This positive or negative modifier is achieved by spending points on Enhanced Dodge or Enhanced Parry, or upon the Exposed flaw from **Better Mousetrap 3e**, respectively.

Effect Summary: A brief indication of the maneuver's additional effects (if any). See the maneuver's description for more information.

Cost: The maneuver's point cost.

Basic Combat Maneuvers

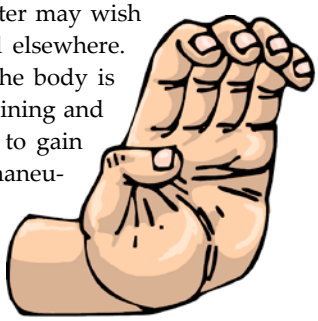
Maneuver	Action	Damage	Crit.	Attack	Defense	Effect Summary	Cost
Basic Unarmed	S	Str	20	—	—	—	—
Axe Kick	S	Str+2	19-20	—	—	Push Over 2	1
Body Slam	S + M	Str+3	20	—	−2 P&D	Affliction 6	2
Butterfly Kick	S	Str	20	−2	−2 P&D	Multiattack, Push Over 2	Varies
Claw Strike	S	Str+1	19-20	—	—	Penetrating, Slashing/Piercing	4
Clothesline	S	Str	16-20	−4 *	−2 P	Added Critical, Empowered Critical	Varies
Crescent Kick, Inward	S	Str+1	20	—	−2 D	Parry, Grab Breaker, or Disarm Options	8
Crescent Kick, Outward	S	Str+1	19-20	—	−2 P	Affliction 9	4
Dual Punch	S	Str+2	18-20	−2	−5 P	Empowered Critical	2
Ear Shot	S	Str−3	20	−4 *	—	Affliction 4, Affliction 4	Varies
Elbow Strike	S	Str	20	—	—	Grab Breaker	Varies
Escape	S	—	—	—	—	Enhanced Acrobatics *or* Athletics	2
Exploding Strike	S	Str+1	20	−2	−2 P	Enhanced Knockback 2	1
Eye Gouge	S	Str−5	19-20	−4 *	—	Affliction 4, Empowered Critical 2	Varies
Flying Attack	As Base	Base + 6	Base + 1	—	−2 P&D	Empowered Critical 2, Push Over 2	2
Hammer Blow	S *or* S + M	Str+2	20	−2	−2 P	Affliction 6 Option	1
Haymaker	S + M	Str+6	18-20	−4	−5 P	Empowered Critical 2, Push Over 2	3
Headbutt	S	Str	17-20	−2	−2 P	Affliction 8, Side-Effect 2	Varies
Hook	S	Str+1	19-20	—	−2 P	—	1
Jab	S	Str	20	+2	—	—	Varies
Jump Kick	S + M	Str+4	19-20	−2	−2 D	Empowered Critical 2, Enhanced Knockback 2, Push Over 4	2
Knee Strike	S	Str+1	19-20	−2	−2 P	Affliction 3, Grab Breaker, Push Over 2	2
Knife Hand	S	Str+1	20	−2	—	Empowered Critical	1
Lunge	S	Str+1	20	—	−5 D	Enhanced Knockback, Reach	1
Push/Shove	S	Str+3	20	—	—	Enhanced Knockback 2, Knockback Only, Non-Critical	3
Rabbit Punch	S	Str	18-20	−4	−2 P	Empowered Critical, Improved Disabling 4, Superior Disabling 4	Varies
Roundhouse Kick	S	Str	19-20	—	−2 D	Enhanced Knockback	Varies
Roundhouse Kick, Full	S	Str+3	20	−2	−2 P	Empowered Critical 2	3
Roundhouse Punch	S	Str+4	19-20	—	−2 P&D	Empowered Critical, Falter	3
Scissor Grapple	S	—	—	+2	−2 P	Enhanced Improved Grab, Enhanced Strength 2 for Grabbing, Cannot Use Legs	2
Scissor Kick	S	Str+4	20	−2	−2 P	Split, Push Over 2	1
Side Kick	S	Str+2	20	—	−2 P	—	1
Snap Kick	S	Str+1	20	+2	—	Push Over	1
Sweep	S	—	20	+2	−5 P	Affliction 6	2
Throw	S	Str+4	20	−2	−2 P	Enhanced Knockback, Affliction 4	3
Tornado Kick	S + M	Str+6	19-20	−4	−5 P&D	Empowered Critical 2, Knockout 3, Reach, Push Over 4	2
Uppercut	S + M	Str+4	18-20	−4	−2 P&D	Added Critical, Empowered Critical 2	5
Vertical Slam	S + M	Str+4	19-20	—	−5 P	Affliction 8, Affliction 6, Prone 2	5

* This includes the –4 penalty to strike the head/throat, as detailed on page 109

Basic Combat Maneuvers in Real Life

Many basic combat maneuvers are simplified for practical terms and, within real world martial arts, will be known by different names from one style to the next. They may even function differently than detailed in this work. The standardization and generalizations presented here are not meant to be insulting to real martial arts practitioners but is a matter of practical necessity for the game. Listing all known martial arts maneuvers and their multitude of names and variations would consume a excessive amount of space, so we've necessarily kept things short.

whatever technique a character may wish to attempt that isn't covered elsewhere. Regardless of what part of the body is used or how, without the training and points expenditure required to gain additional basic combat maneuvers, all unarmed melee attacks fall under this basic combat maneuver.



Damage Ranks equal to Strength

Axe Kick

The leg is brought up in an arc and then brought down to hit the target from above, as though striking with an axe.

Strength-Based Damage 2, Improved Critical, Push Over 2 **• 1 point**

Body Slam

The opponent is lifted up bodily, hoisted to chest or shoulder height, and then slammed down into the ground or onto an obstacle. This not only potentially causes harm but is also intended to render the opponent prone.

Grab-Based Affliction 6 (Resisted by Strength; Vulnerable, Prone), Activation (Move Action), Limited Degree; **Strength-Based Damage 3**, Exposed * (Parry), Exposed * (Dodge) **• 2 points**

* See **Better Mousetrap 3e**

Butterfly Kick

An extremely stylistic kick, the attacker twists around while their body remains as parallel to the ground as possible, lifting both legs to build momentum. The kick may be landed with either foot, allowing a skilled attacker to possibly strike the same target more than once or split the attack between targets.

Damage Ranks equal to Strength (or Damage 3 if less than Strength 3), Multiattack, Inaccurate, Exposed * (Parry), Exposed * (Dodge), Push Over 2 **• –5 points flat, plus 2 points per rank of Damage (minimum of 3 ranks)**

* See **Better Mousetrap 3e**

Claw Strike

The fingers are rigidly bent into a claw-like position and are then used to rake the target.

Strength-Based Damage 1, Improved Critical, Living Weapon, Penetrating **• 4 points**

Clothesline

The attacker slams into the opponent's throat with the hope of not only harming them with the impact but also by causing a sharp, choking effect. Employing this maneuver requires you be extremely close to your target, making it ideal to use as part of a move-by action.

Damage Ranks equal to Strength, Added Critical (Affliction 0 [Resisted by Fortitude; Impaired, Dazed, Incapacitated]), Empowered Critical 2, Improved Critical 4, Limited to Throat Attacks, Exposed * (Parry) **• 6 points, plus 1 point per 2 ranks of Damage (minimum of 1 rank)**

The −4 attack penalty presented in the **Basic Combat Maneuvers** table is because this maneuver requires targeting the head/throat (pg 109).

* See **Better Mousetrap 3e**

Crescent Kick, Inward

The leg is brought up and forward and then swept down in a clockwise crescent arc, striking the target with the instep. This kick often takes an opponent by surprise, making its use to break out of a grab easier.

Inward Crescent Kick (7-point array), Exposed * (Dodge) **• 8 points**

Strength-Based Damage 1; **Enhanced Parry +6** • *7 points*

- **Strength-Based Damage 1**; **Enhanced Close Combat: Crescent Kick +4**, Limited to Disarm • *1 point*
- **Strength-Based Damage 1**, Grab Breaker • *1 point*

* See **Better Mousetrap 3e**

Improving Basic Combat Maneuvers

In game terms, it is easy to improve most basic combat maneuvers—you need merely spend the points required for more ranks of Damage, Affliction, or whatever. However, according to the concept of improving a martial arts technique, things should certainly not be this easy. Only a character with the (Style) Mastery advantage should be allowed to improve upon or otherwise alter that fighting style's basic combat maneuvers. This restriction conforms to the intention of martial arts being something unique from super powers and similar abilities.

Crescent Kick, Outward

The leg is brought up and forward and then swept down in a counter-clockwise crescent arc, striking the target with the blade of the foot. The crescent's sweeping arc can trip the target's feet out from underneath them on a critical hit.

Strength-Based Damage 1, Improved Critical, Exposed * (Parry); **Affliction 9** (Resisted by Dodge; Vulnerable, Prone), Limited Degree, Limited to Critical Hits with Kick • **4 points**

* See **Better Mousetrap 3e**

Dual Punch

This hand strike interlocks the fingers of both fists. The practitioner then swings at the target with the combined hands.

Strength-Based Damage 2, Empowered Critical, Improved Critical 2, Inaccurate, Exposed 2 (Parry) • **2 points**

* See **Better Mousetrap 3e**



Ear Shot

By drawing one's hands back and clapping them against an opponent's ear, or by punching the same, the attacker forces air into the ear canal. This disrupts or even damages the ear drum, which can interfere with hearing or make the target dizzy and off-balance. Unfortunately, because the ear itself is surrounded by the skull, the punch does less actual damage than a punch aimed at most other locations.

Damage Ranks equal to Strength – 3 (minimum 1 rank); **Cumulative Affliction 4** (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to Hearing; **Affliction 4** (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • **8 points, plus 1 point per rank of Damage (minimum of 1 rank)**

The –4 attack penalty presented in the **Basic Combat Maneuvers** table is because this maneuver requires targeting the head/throat (pg 109).

Elbow Strike

This is a close-quarters strike that throws one's elbow into the opponent. An elbow strike is often used when being attacked from behind, especially if being grabbed.

Damage Ranks equal to Strength, Grab Breaker • **1 point, plus 1 point per rank of Damage (minimum of 1 rank)**

Escape

The practitioner is better able to escape from a grab attack.

Enhanced Athletics or **Acrobatics 6**, Limited to Escape Actions • **2 points**

Exploding Strike

This close-quarters attack initially places the source of offensive power (be it a fist, foot, or weapon) anywhere from within direct contact with the target to six inches away. It does not make use of the usual "wind up" most unarmed strikes require. The attack is then initiated in an explosive burst of energy by twisting the body at the waist into the attack upon rooted legs while simultaneously expanding the body and extending the strike into the target.

Strength-Based Damage 1, Enhanced Knockback 2 *, Inaccurate, Exposed * (Parry) • **1 point**

* See **Better Mousetrap 3e**

Eye Gouge

Striking at an eye with a knuckle or rigid finger has next to no chance of doing much in the way of harm to the overall well-being of one's opponent. However, success has a good chance of causing temporary blindness. A lucky or extremely skillful strike may, however, cause more severe damage.

Damage Ranks equal to Strength – 5 (minimum of 1 rank), Empowered Critical 2, Improved Critical; **Cumulative Affliction 4** (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to Sight • **7 points, plus 1 point per rank of Damage (minimum of 1 rank)**

The –4 attack penalty presented in the **Basic Combat Maneuvers** table is because this maneuver requires targeting the head/throat (pg 109).



Flying Attack

Not truly a combat maneuver on its own, the flying attack is a modifier that may be applied to most basic attack maneuvers, at the Gamemaster's discretion. This maneuver add-on increases the momentum of the attack it is applied to by leaping and "flying" through the air to strike the target. However, using a flying attack leaves the attacker somewhat open to counterattack because they cannot change their course or easily manipulate their center of gravity until they land.

A normal kick maneuver becomes a flying kick by first taking a run at the opponent, launching into the air, and then kicking while airborne, much like a specialized aerial slam attack.

All modifiers associated with the flying attack are compounded (or canceled out, as the case may be) by those of the attack it is being applied to.

A flying full roundhouse kick would have the following game statistics: Standard action, Damage Str +9 maximum (depending on distance run before leaping), critical on 19-20, –2 to attack, –2 to dodge, –4 to parry, with Empowered Critical 2 (the maximum ranks allowed), Enhanced Knockback 2, and Push Over 2.

Add the following to the base combat maneuver to determine the flying attack version's stats:

Enhanced Damage 6, Empowered Critical 2 *, Improved Critical **, Limited to 1 Rank per 5 ft. Moved Before Leaping, Exposed ± (Parry), Exposed ** (Dodge), Push Over 2 • **2 points**

* If this increases the attack's Empowered Critical ranks beyond 2 (the maximum), any ranks beyond this become Enhanced Knockback ranks (see **Better Mousetrap 3e**)

** If this increases the attack's Improved Critical ranks beyond 4 (the maximum), any ranks beyond this become Enhanced Knockback ranks (see **Better Mousetrap 3e**)

± See **Better Mousetrap 3e**; if this increases the attack's Exposed ranks beyond 2 (the maximum), any ranks beyond this become Push Over ranks

Do not pay twice for the modified basic maneuver if your style already knows it. In such cases, the flying attack is only an additional 2 points so that the flying attack option may also be used. If you do not know the base maneuver on its own, you must purchase it as part of the flying attack, but cannot use it separately.

Hammer Blow

Using the body and a forward step to build momentum, the attack is swung down like a hammer, typically striking the head or upper body. Instead of causing damage, a strike against the head can attempt to stun.

Hammer Blow (2-point array), Inaccurate, Exposed * (Parry) • **1 point**

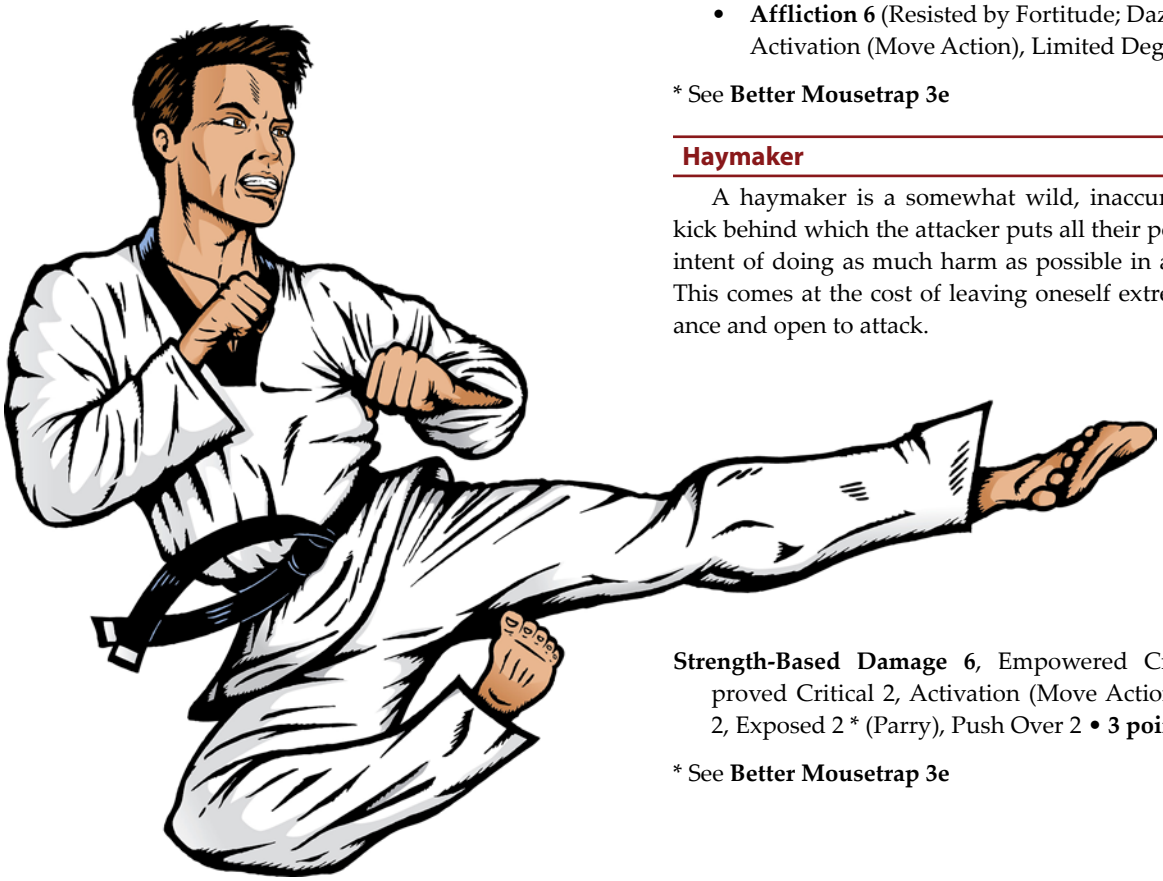
Strength-Based Damage 2 • *2 points*

- **Affliction 6** (Resisted by Fortitude; Dazed, Stunned), Activation (Move Action), Limited Degree • *1 point*

* See **Better Mousetrap 3e**

Haymaker

A haymaker is a somewhat wild, inaccurate punch or kick behind which the attacker puts all their power with the intent of doing as much harm as possible in a single blow. This comes at the cost of leaving oneself extremely off balance and open to attack.



Strength-Based Damage 6, Empowered Critical 2, Improved Critical 2, Activation (Move Action), Inaccurate 2, Exposed 2 * (Parry), Push Over 2 • **3 points**

* See **Better Mousetrap 3e**

Headbutt

The attacker delivers a blow using their head, typically the crown or uppermost part of the forehead. While this can be a devastating close-quarters maneuver, it also poses a risk of the attacker harming themselves.

Damage Ranks equal to Strength (minimum 1 rank), Improved Critical 3, Inaccurate, Exposed * (Parry); **Affliction 8** (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Limited to Strikes against Head and Vitals, Side-Effect 2 (Affliction 4 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]) • **3 points, plus 1 point per rank of Damage (minimum of 1 rank)**

* See **Better Mousetrap 3e**

Hook

A bent-arm hand strike.

Strength-Based Damage 1, Improved Critical, Exposed * (Parry) • **1 point**

* See **Better Mousetrap 3e**

Jab

A fast, straight hand strike that reaches full extension and then brings the hand back in to a defensive position.

Damage Ranks equal to Strength (minimum 1 rank), Accurate, • **1 point, plus 1 point per rank of Damage (minimum of 1 rank)**

Jump Kick

By scissoring one's legs as you leap into the air, building momentum, the lead foot is swung upward in a rising arc to strike the target in the upper body.

Strength-Based Damage 4, Empowered Critical 2, Enhanced Knockback 2 *, Improved Critical, Activation (Move Action), Inaccurate, Exposed * (Dodge), Push Over 4 • **2 points**

* See **Better Mousetrap 3e**

Knee Strike

This attack represents training in bringing one's knee up against an opponent in close-quarters, striking against a vital point with the aim of temporarily knocking the wind out of them. This attack is also especially useful for breaking grabbing attempts.

Strength-Based Damage 1, Grab Breaker, Improved Critical, Inaccurate, Exposed * (Parry); **Affliction 3** (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Push Over 2 • **2 points**

* See **Better Mousetrap 3e**

Knife Hand

This is an axe-like attack that swings the hand into the target as though chopping. Because of the limited angle of attack, this attack is slightly less accurate than a directly driven attack, such as a punch.

Strength-Based Damage 1, Empowered Critical, Inaccurate • **1 point**

Lunge

Although forcing oneself off-balance, and thus reducing the attacker's ability to defend themselves, this attack grants an extended reach by leaping and leaning forward before springing back to one's starting position.

Strength-Based Damage 1, Enhanced Knockback *, Reach, Exposed 2 * (Dodge) • **1 point**

* See **Better Mousetrap 3e**

Push/Shove

Using the advantage of leverage and/or strength, the opponent is forcibly driven in the opposite direction.

Strength-Based Damage 3, Enhanced Knockback 2, Knockback Only *, Non-Critical * • **3 points**

* See **Better Mousetrap 3e**

Rabbit Punch

Regardless of how it's delivered, this is a sharp blow to the base of the skull, upon the neck. Such a strike is dangerous because it can damage the spine, possibly causing permanent harm or even death.

Damage Ranks equal to Strength (minimum of 1), Empowered Critical, Improved Critical 2, Inaccurate 2, Exposed * (Parry); **Enhanced Improved Disabling 4**, Limited to Back of the Neck Strikes; **Enhanced Superior Disabling 4**, Limited to Back of the Neck Strikes • **4 points, plus 1 point per rank of Damage (minimum of 1 rank)**

* See **Better Mousetrap 3e**

Roundhouse Kick

This kick involves swinging a leg around in a semicircle, striking the target with the front of the leg or foot, or the ball of the foot. The rearward variation is often called a donkey kick.

A reverse version involves swinging the leg in the opposite direction and striking with the heel.

Damage Ranks equal to Strength (minimum of 1), Enhanced Knockback *, Improved Critical, Exposed * (Dodge) • **1 point, plus 1 point per rank of Damage (minimum of 1 rank)**

* See **Better Mousetrap 3e**

Roundhouse Kick, Full

Instead of rotating the leg in a semicircle, the attacker quickly spins their body in a full forward or rearward circle to gain more momentum. This forces the attacker to temporarily take their eyes off their target, however.

A reverse version involves swinging the leg in the opposite direction and striking with the heel.

Strength-Based Damage 3, Empowered Critical 2, Inaccurate, Exposed * (Parry) • **3 points**

* See **Better Mousetrap 3e**

Roundhouse Punch

This is a punch with a wide, fully drawn swing that allows the whole body to put its power behind the strike. It is a slow attack that leaves one exposed to a counterattack, however.

Strength-Based Damage 4, Empowered Critical, Improved Critical, Falter *, Exposed * (Parry), Exposed * (Dodge) • **3 points**

* See **Better Mousetrap 3e**

Scissor Grapple

By leaping into the air or going prone, the attacker "scissors" an opponent's legs, arms, or head between their own legs. The attacker then uses the momentum from the leap and/or twisting the body to bring the opponent down while maintaining the grab.

Enhanced Improved Grab, Accurate, Quirk (Cannot Otherwise Use Legs); **Enhanced Strength 2**, Limited to Maintaining Grab, Exposed * (Parry) • **2 points**

* See **Better Mousetrap 3e**

Scissor Kick

By leaping into the air, the attacker swings out the legs in different directions to strike two targets rather than just one.

Strength-Based Damage 4, Split, Inaccurate, Exposed * (Parry), Push Over 2 • **1 point**

* See **Better Mousetrap 3e**

Side Kick

One of the more basic kick maneuvers, the blow is delivered to the attacker's side. It is performed either by cocking the kick and releasing directly sideways or beginning as though to give a front kick but pivoting to kick to the side.

Strength-Based Damage 2, Exposed * (Parry) • **1 point**

* See **Better Mousetrap 3e**

Snap Kick

This is an accurate, forward or rearward kick where one leg is brought up and then sharply thrust outwards into the desired target.

Strength-Based Damage 1, Accurate, Push Over • **1 point**

Sweep

The attacker attempts to knock their opponent off their feet. This is usually done by lowering one's body to a near crouch and swinging an extended leg in a full or semi-circle into the opponent's legs.

Affliction 6 (Resisted by Dodge; Vulnerable, Prone), Accurate, Limited Degree, Exposed 2 (Parry) • **2 points**

* See **Better Mousetrap 3e**

Throw

A throw involves grabbing one's opponent and throwing them into the air or directly into the ground.

Grab- & Strength-Based Damage 4, Enhanced Knockback *, Inaccurate, Exposed * (Parry); **Affliction 4** (Resisted by Dodge; Vulnerable, Prone), Limited Degree • **3 points**

* See **Better Mousetrap 3e**



Tornado Kick

Also known as a whirlwind or 360 kick, the attacker leaps forward into the air with one foot. This foot is then spun around to kick the target (almost certainly in the upper body), after which the attacker lands on the same foot.

Strength-Based Damage 6, Empowered Critical 2, Improved Critical, Knockout 3, Reach, Activation (Move Action), Inaccurate 2, Exposed 2 *(Parry), Exposed 2 *(Dodge), Push Over 4 • **2 points**

* See **Better Mousetrap 3e**

Basic Combat Maneuvers & Alternate Effects

According to the standard rules of power design, it is possible to buy one or more basic combat maneuvers as an alternate effect to another basic combat maneuver. However, the Gamemaster should still let common sense rule when this may be done—a kick as an alternate effect for a fist-based basic combat maneuver will almost always make little sense, for instance. Also, considering the small cost of many basic combat maneuvers, players should ponder the ramifications during gameplay of purchasing basic combat maneuvers as alternate effects instead of buying them separately.

Uppercut

This punch is typically aimed at the target's chin (or similar weak spot, such as the solar plexus or nose). The attack's power comes from starting low and using the upward motion and swing of the upper body.

Strength-Based Damage 4, Added Critical (Select one of the following critical effects when this maneuver is chosen), Empowered Critical 2, Improved Critical 2, Activation (Move Action), Inaccurate 2, Exposed * (Parry), Exposed * (Dodge) • **5 points**

* See **Better Mousetrap 3e**

Added Critical Effects

Nauseate: Affliction 0 (Resisted by Fortitude; Impaired, Stunned, Incapacitated)

Paralyze: Affliction 0 (Resisted by Fortitude; Hindered, Immobilized, Paralyzed)

Stun: Affliction 0 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)

Vertical Slam

The target's body is lifted above the attacker's, held high in a (relatively) straight, vertical position, upside-down. The attacker then drops their body to the ground, bringing the target down as well, slamming the latter headfirst and then letting momentum do the same with the rest of their body.

Grab- & Strength-Based Damage 4; **Affliction 8** (Resisted by Dodge; Vulnerable, Prone), Limited Degree, Exposed * 2 (Parry); **Affliction 6** (Resisted by Fortitude; Dazed, Stunned), Limited Degree, Prone 2 • **5 points**

* See **Better Mousetrap 3e**

Advanced Combat Maneuvers

Advanced maneuvers are those that (for the most part) go beyond real world martial arts. Each advanced combat maneuver is built as a single power or collection of themed powers that must all be purchased to possess the maneuver. Some are used in the fighting style examples provided in this work while others are presented as samples to get your imagination surging. Any advanced combat maneuvers you feel are appropriate may be used in your own fighting style creations.

To facilitate greater adaptability and ease of improvement down the road, most advanced combat maneuvers are presented here without ranks. Instead, the advanced maneuvers descriptions are accompanied by a calculated base cost per rank. This is then adjusted by any modifiers (e.g., flat point value extras and flaws) that affect the final cost but do not change with the maneuver's ranks.

Typically, an advanced combat maneuver presented within a fighting style is provided with a certain rank that must be reached to meet the style's standards of achievement. The cost of attaining this rank utilizes the formula presented with that maneuvers details.

Some fighting styles may allow other power builds, not mentioned here, to be taken as advanced combat maneuvers.

Airborne Strike

Effect: Ranged Damage, Alternate Attack (Close) *, Subtle • **1 point, plus 2 points per rank (increase to 3 points per rank if Alternate Attack is deemed to be of a significant advantage)**

By focusing your inner strength, chi, or the like, you may make a strike into the air and drive the force through the atmosphere to be delivered against an opponent at a distance.

Suggestions

Area

Adding a line or cone area can be used to indicate the strike travels through the atmosphere with a less precise focus. *+1 cost per rank.*

Enhanced Knockback *

The airborne blow can deliver greater force without necessarily being more harmful. *Flat +1 point per rank.*

Knockback Only *

Instead of causing harm, the airborne strike only pushes and knocks the target about. *–1 cost per rank.*

Priming *

This advanced combat maneuver requires time to build up chi (or whatever) before the airborne strike may be released to full effect. *–1 cost per rank.*

Subtle

Adding a second rank of subtle means that even the shift in the air that delivers this blow is nearly impossible to detect. *Flat +1 point.*

* See **Better Mousetrap 3e**

Advanced Combat Maneuvers

Name	Type	Action	Range	Duration	Resistance	Cost
Airborne Strike	Attack	Standard	Ranged	Instant	Toughness	1 point, plus 2 (or 3) per rank
Awesome Strike	Attack	Standard + Move	Close	Instant	Toughness	–1 point, plus 1 per 3 ranks
Back to the Wall	Defense	Free	Personal	Sustained	—	1 point per rank
Bank Shot	General	Free	Personal	Sustained	—	1 point, plus 1 per rank
Bear's Grapple	Attack	Free	Personal	Sustained	—	1 point per 2 ranks
Blinding Strike	Attack	Standard	Close	Instant	Fortitude	1 point per rank
Breaking Blow	Attack	Standard + Move	Close	Instant	Toughness	1 per 2 ranks
Bullet Dancing	Defense	Reaction	Personal	Sustained	—	1 point per 3 ranks
Bull's Surge	General	Free	Personal	Concentration	—	–1 point, plus 1 per rank
Calm Defense	Defense	Free	Personal	Sustained	—	1 point per rank
Catch Missiles	Defense	Standard	Close	Instant	—	1 point, plus 1 per 2 ranks
Chi Strike	Attack	Standard	Close	Instant	Will	2 points per rank
Cobra's Dance	Attack	Standard	Perception	Instant	Will	–1 point, plus 2 per rank
Cobra Strike	Attack	Standard	Close	Instant	Fortitude	3 points per rank
Combat Concealment	Sensory	Move	Personal	Sustained	—	3 points
Deep Cut	General	Free	Personal	Sustained	—	1 point, plus 1 per 2 ranks
Deflecting Projectile	Defense	Standard	Ranged	Instant	—	–1 point, plus 1 per rank
Dim Mak	Attack	Standard	Close	Instant	Fortitude	1 point, plus 4 per rank
Extreme Distance Shot	General	Free	Personal	Sustained	—	1 point, plus 1 point per rank
Flaming Fists	Attack	Standard	Close	Instant	Toughness	1 point per rank
Flurry	General	Free	Personal	Sustained	—	1 point, plus 1 per rank
Focused Strike	General	Free	Personal	Sustained	—	1 point, plus 1 point per rank
Geomantic Strike	Attack	Standard	Ranged	Instant	Toughness	3 points, plus 2 per rank
Ghost Fighting	General	Free	Personal	Sustained	—	1 point, plus 1 or 2 points
Hail of Bullets	General	Free	Personal	Sustained	—	1 point per rank
Iron Shirt	General	Free	Personal	Concentration	—	1 point per 2 ranks
Kiai, Deafen	Attack	Standard	Close Area	Instant	Fort	1 point per rank

Awesome Strike

Effect: Enhanced Strength-Based Damage, Activation (Move Action), Side-Effect 2 (Always Suffer Damage Effect Equal to Enhanced Damage ranks; Resisted by Fortitude) **• –1 point, plus 1 point per 3 ranks**

You can draw your chi (or whatever) into a single strike and unleashing it, although this is painful and potentially harmful to yourself. The attack is capable of inflicting greater than normal damage to your target as a result.

Suggestions

Enhanced Knockback *

The attack can deliver greater force without necessarily being more harmful. *Flat +1 point per rank.*

Partial Resistance

It is difficult to escape such a strike unscathed. *+1 or +2 points per rank.*

Penetrating

So great is the blow that it can punch through armor and the like. *+1 cost per rank.*

* See **Better Mousetrap 3e**

Back to the Wall

Effect: Enhanced Parry, Limited to When Rear is Protected by Obstacles; Enhanced Dodge, Limited to When Rear is Protected by Obstacles **• 1 point per rank**

When backed against a wall (literally), you are able to use your environment to better protect yourself.

Bank Shot

Effect: Enhanced Ricochet, Variable Descriptor (Fighting Style Ranged Attacks) **• 1 point, plus 1 point per rank**

This allows you to temporarily add ranks of the Ricochet extra to your ranged attacks.

Advanced Combat Maneuvers, Continued

Name	Type	Action	Range	Duration	Resistance	Cost
Kiai, Healing	General	Standard	Close Area	Instant	—	2 points per rank
Kiai, Nauseating	Attack	Standard	Close Area	Instant	Fort/Will	1 point per rank
Kiai, Shattering	Attack	Standard	Close Area	Instant	Tough	2 points per rank
Kiai, Stunning	Attack	Standard	Close Area	Instant	Will	1 point per rank
Kiai, Terrifying	Attack	Standard	Close Area	Instant	Will	1 point per rank
Lightning Strike	General	Move	Personal	Sustained	—	3 points
Merry-Go-Round Kick	General	Move + Standard	Touch	Sustained	—	See Description
Nerve Strike	General	Free	Personal	Sustained	—	1 point, plus 1 per rank
Nimble Dodge	General	Free	Personal	Sustained	—	–1 point, plus 1 per rank
Pillar of the Earth	Defense	Move	Personal	Sustained	—	–1 point, plus 1 per 2 ranks
Quaking Strike	Attack	Standard	Close Area	Instant	Agility	1 point per 2 ranks
Raiment Snare	Attack	Standard	Close	Instant	Dodge	2 points per rank
Retaliation Strike	General	Reaction	Personal	Sustained	—	1 point, plus 3 points per rank
Riposte	Attack	Reaction	Close	Standard	Toughness	Varies
Showboating	General	Free	Personal	Sustained	—	1 point per 2 ranks
Skydragon Attack	General	Free	Personal	Sustained	—	1 point, plus 1 point per 3 ranks
Sleeper's Touch	Attack	Standard	Close	Instant	—	1 point per rank
Smackdown	Attack	Move	Personal	Instant	Toughness	–1 point, plus 1 per 2 ranks
Soft Landing	Defense	None	Personal	Permanent	—	1 point per 2 ranks
Soul Drain	Attack	Standard	Close	Instant	Will	3 points per 2 ranks
Stone Touch	Attack	Standard	Close	Instant	Fortitude	1 point per rank
Strong Throw	Attack	Free	Personal	Sustained	—	1 point per rank
Stunning Attack	Attack	Standard	Close	Instant	Fortitude	1 point per rank
Throw of the Clouds	General	Free	Personal	Sustained	—	1 point per 2 ranks
Wallop	Attack	Free	Personal	Instant	—	1 point, plus 1 per rank
Whirling Block	General	Move	Personal	Sustained	—	–1 point, plus 2 per rank
Withering Blow	Attack	Standard	Close	Instant	Fortitude	1 point per rank

Suggestions

Bad Bounce

Add this flaw to represent ricocheting ranged attacks that suffer an increasing degree of inaccuracy per bounce. Each ricochet after the first suffers a cumulative –2 penalty to attack. *–1 cost per rank.*

Pinball

Adding this extra makes this combat maneuver a far more useful offensive ability. *+1 cost per rank.*

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Bear's Grapple

Effect: Enhanced Strength-Based Damage, Limited to Current Grab • **1 point per 2 ranks**

You crush your opponent while grappling them, increasing your chance of causing harm.

Blinding Strike

Effect: Cumulative Affliction (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to Vision • **1 point per rank**

By striking the right nerve points or the like, you can inflict temporary blindness on the target.

Breaking Blow

Effect: Enhanced Strength-Based Damage, Limited to Objects • **1 point per 2 ranks**

With a moment of focused concentration, you can strike "through" an object with tremendous force, allowing you to smash wood, or even stone and steel, with your bare hands.

Suggestions

Activation

Add this extra to indicate a bit of preparation time is required. *Flat –1 or –2 points.*

Penetrating

Useful for better breaking Impervious objects. *+1 point per rank.*

Bullet Dancing

Effect: Enhanced Dodge, Limited to versus Gunfire, Limited to While Moving at Speed –2 or Faster **• 1 point per 3 ranks**

By constantly staying on the move, you "dance" between and around gunfire.

Bull's Surge

Effect: Enhanced Strength, Bungling *, Concentration **• –1 point, plus 1 point per rank**

By concentration and focusing one's chi (or the like), you are able to temporarily boost your physical strength.

* See **Better Mousetrap 3e**

Calm Defense

Effect: Enhanced Dodge, Limited Ranks to Time Value since Last Aggressive Action; Enhanced Parry, Limited Ranks to Time Value since Last Aggressive Action; **• 1 point per rank**

The longer you go without conducting an aggressive act (such as an attack of your own), the greater your defenses become. An aggressive action resets the power's ranks to 0. For example, if you have not taken an aggressive act for 2 rounds (time value 1), you cannot enjoy the benefits of this advanced combat maneuver for longer than 2 rounds.

Catch Missiles

Effect: Deflect, Close Range, Recoverable **• 1 point, plus 1 point per 2 ranks**

You are able to attempt to catch certain ranged attacks within reach.

Suggestions

Limited to Slow Attacks

You are limited to trying to catch comparably slow ranged attacks, such as thrown weapons and arrows. *–1 cost per rank.*

Chi Strike

Effect: Damage, Alternate Resistance (Will) **• 2 points per rank**

Rather than striking at the target's body, you strike their chi or life force directly. The chi strike is resisted as a mental/spiritual assault rather than as a physical attack.

Suggestions

Subtle

Adding this extra further underscores the attack's spiritual rather than physical nature. *Flat +1 or +2 points.*

Cobra's Dance

Effect: Perception Ranged Cumulative Affliction (Resisted by Will; Dazed, Compelled, Controlled), Close Combat: Fighting Style Check Required, Limited to Commanding to Do Nothing Next Action, Sight-Dependent **• –1 point, plus 2 points per rank**

Your purposeful body movements while you fight are intended to temporarily distract an opponent, lowering their readiness in a near-hypnotic fashion. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.



Cobra Strike

Effect: Damage, Alternate Resistance (Fortitude), Drawn Out * **• 3 points per rank**

This is a damaging strike that works like a cobra's venom, affecting the target in a fashion similar to how a poison would.

* See **Better Mousetrap 3e**

Combat Concealment

Effect: Concealment 4 (Visual), Activation (Move), Partial **• 3 points**

You gain partial concealment from sight, even if in the middle of a fight.

Suggestions

Concealment 2

Reduce the ranks to 2 so that this ability only applies to a single sense. *–2 points.*

Deep Cut

Effect: Enhanced Penetrating, Variable Descriptor, Limited to Piercing or Slashing Damage Effects • **1 point, plus 1 point per 2 ranks**

By summoning one's inner strength or Chi, a piercing or slashing attack may become more capable of cutting through a target's defenses.

Deflecting Projectile

Effect: Deflect, Quirk (Requires a Projectile or Throwing Weapon) • **–1 point, plus 1 point per rank**

You can block ranged attacks by hitting them with a thrown or launched projectile of your own. This ranges from knocking a throwing star out of the air by tossing a pair of chopsticks (or another handy object) to deflecting a bullet by shooting it with one from your own gun, for example.

Suggestions

Close + Quirk + Area

Change the Quirk to Requires a Melee Weapon and alter the range to Close. Next, add Burst Area transforms this combat maneuver into one that allows you to deflect missiles around you using your melee weapons. *No change to cost.*

Dim Mak

Effect: Affliction (Resisted by Fortitude; Fatigued and Impaired, Disabled and Exhausted, Incapacitated and Harmful *), Extra Condition, Progressive, Reversible • **1 point, plus 4 points per rank**

Meaning "press artery," but usually referred to as the "death touch," Dim Mak uses pressure points to interrupt the flow of chi within an opponent, causing him great harm.

* See **Better Mousetrap 3e**

Suggestions

Insidious

Adding this extra makes the dim mak more harmful because its victim won't know to seek help until it may be too late. *Flat +1 point.*

Partial Resistance

A death touch that is far harder to escape can be created by applying this extra. *+1 or +2 cost per rank.*

Subtle

This extra is useful for keeping the use of this deadly touch stealthy. *Flat +1 or +2 points.*

Extreme Distance Shot

Effect: Enhanced Extended Range, Variable Descriptor (Fighting Style Ranged Attacks) • **1 point, plus 1 point per rank**

You may shoot or throw the designated weapon farther than it would normally be capable of.

Suggestions

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Flaming Fists

Effect: Strength-Based Damage • **1 point per rank**

Your fists are surrounded by a fire that burns from within, using your own chi as fuel. This means that immunity to fire or the like means not suffering harm from the Damage effect, but still needing to worry about the Strength modifier.

Suggestions

Contagious

Your hands are so enveloped in flames, that whatever you touch or strike may catch on fire. *+1 cost per rank.*

Flurry

Effect: Enhanced Multiattack, Variable Descriptor (Fighting Style Close *or* Ranged Attacks) • **1 point, plus 1 point per rank**

You can launch a virtual whirlwind of attacks against your foes, applying the Multiattack modifier to your attack, up to the rank of the modifier or the attack, whichever is lower. Choose whether it will apply to close or ranged attacks.

With 3 ranks in Flurry, you can Multiattack with a light pistol (Damage 3) even though it is normally not capable of Multiattack fire.

Suggestions

Area

You can cover a vast area with your attacks. *+1 cost per rank.*

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Focused Strike

Effect: Enhanced Improved Critical, Variable Descriptor (Fighting Style Close *or* Ranged Attacks) • **1 point, plus 1 point per rank**

Focusing one's chi allows you to increase the chance of breaking or otherwise severely damaging something important in your foe, but only in cooperation with a small group of attack types. Keep in mind that a combat maneuver cannot benefit from more than Improved Critical 4, so there is



no point in taking more than 4 ranks in this combat maneuver. You may even need to take fewer ranks if the practitioner already has Improved Critical for the same combat maneuver Focused Strike is applied to.

Suggestions

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Geomantic Strike

Effect: Ranged Damage, Alternate Attack (Close) *, Indirect 3, Limited to Targets upon Shared Surface • **3 points, plus 2 points per rank**

By channeling kinetic force into a surface, such as a floor or wall, you can cause that energy to erupt from another point upon that surface to strike at a target.

* See **Better Mousetrap 3e**

Suggestions

Area

Add this extra to represent an eruption of geomantic energy at the target point. *+1 cost per rank.*

Ghost Fighting

Effect: Enhanced Affects Insubstantial, Variable Descriptor (Fighting Style Close Attacks) • **1 point, plus 1 point (half Damage rank) or 2 points (full Damage rank).**

You know esoteric techniques to focus your inner energies to strike ghosts and other incorporeal supernatural beings, where material attacks normally would not.

Suggestions

Limitation

Add a Limitation so this ability only works on spirits possessing a living host. The attack bypasses the host, leaving them unharmed, and strikes at the ghost within. The strike cannot harm a spirit not currently possessing someone, though. *–1 cost per rank.*

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with so it includes ranged attacks. *Flat +1 point.*

Hail of Bullets

Effect: Enhanced Area (Burst, Cone, or Line), Quirk (Uses Ammunition Much Faster), Variable Descriptor (Firearms with Multiattack) • **1 point per rank**



You cover an area with a barrage from your guns, likely hitting everything within.

Suggestions

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Iron Shirt

Effect: Enhanced Impervious Toughness, Concentration • **1 point per 2 ranks of Toughness and/or Protection**

You are temporarily able to make your body more resistant to attacks.

Kiai, Deafening

Effect: Cone Area Affliction (Resisted and Overcome by Fortitude; Hearing Impaired, Hearing Disabled, Hearing Unaware), Limited to One Sense • **1 point per rank**

You can emit a powerful "spirit shout" to deafen others. You can acquire the other kiai effects as alternate effects.

Kiai, Healing

Effect: Cone Area Healing, Hearing-Dependent• **2 points per rank**

You can emit a powerful "spirit shout" to heal others. You can acquire the other kiai effects as alternate effects.

Kiai, Nauseating

Effect: Cone Area Affliction (Resisted by Fortitude, Overcome by Will; Dazed, Stunned, Incapacitated), Hearing-Dependent • **1 point per rank**

You can emit a powerful "spirit shout" to nauseate others. You can acquire the other kiai effects as alternate effects.

Kiai, Shattering

Effect: Cone Area Damage, Limited to Objects • **1 point per rank**

You can emit a powerful "spirit shout" to shatter objects. You can acquire the other kiai effects as alternate effects.

Kiai, Stunning

Effect: Cone Area Affliction (Resisted and Overcome by Will; Dazed and Vulnerable, Stunned and Defenseless), Extra Condition, Hearing-Dependent, Limited Degree • **1 point per rank**

You can emit a powerful "spirit shout" to stun others. You can acquire the other kiai effects as alternate effects.

Kiai, Terrifying

Effect: Cone Area Affliction (Resisted and Overcome by Will; Impaired, Disabled, Paralyzed), Hearing-Dependent • **1 point per rank**

You can emit a powerful "spirit shout" to frighten and startle others. You can acquire the other kiai effects as alternate effects.

Lightning Strike

Effect: Enhanced Reach, Subtle 2, Variable Descriptor (Fighting Style Close Attacks), Activation (Move Action) • **3 points**

You are so quick with your weapon that you are able to move from just outside close range, into close range to attack, and then move back to just outside close range with an opponent. All of this is performed before your foe has an opportunity to react.

Suggestions

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Merry-Go-Round Kick

Effect: Communal (Extra Attacks, Limited to Basic Unarmed Kick, Limited to One Attack per Target), Reach, Focused (Kicker), Stationary • **1 point, plus 2 per rank (1 point per contributor); Extra Attacks has a cost of 3 points per rank**

Requiring two people, one is used as a pivot or hub while holding onto the second by the arms, spinning the latter so they may kick at adjacent foes.

Nerve Strike

Effect: Enhanced Penetrating, Variable Descriptor (Fighting Style Close Attacks) • **1 point, plus 1 point per rank**

By attacking a known nerve center, you can bypass much of the target's normal protection to cause harm.

Suggestions

Check Required

If you want this attack to have a need for understanding human anatomy to use it, adding an Expertise: Biology or Treatment Check Required flaw would be ideal. *Flat -1 point per rank.*

Inaccurate

The need to strike one's target with such exacting precision makes such an attack harder to land effectively. *Flat –1 point per rank.*

Insidious

The target may not realize the nerve strike penetrated their defenses and is affecting them. *Flat +1 point.*

Ranged

Some fighting styles enable practitioners to make nerve strikes at a distance. Change the Variable Descriptor to Fighting Style Ranged Attacks. *No change to cost.*

Secondary Effect

This extra is ideal for a nerve strike that continues to harm the target. *+1 cost per rank.*

Subtle

The target may not notice they have suffered a nerve strike. *Flat +1 or +2 points.*

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*

Nimble Dodge

Effect: Enhanced Dodge, Acrobatics Check Required * • **–1 point, plus 1 point per rank**

You are sufficiently skilled at acrobatics to use your talent to avoid attacks. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.

* Another skill representing exceptional agility, such as Expertise: Dance, may be substituted for the Acrobatics check, at the Gamemaster's discretion.

Pillar of the Earth

Effect: Protection, Activation (Move Action), Limited to Resisting Knockback, Sustained • **–1 point, plus 1 point per 2 ranks**

You plant and ground yourself, enabling you to better resist knockback.

Suggestions

Concentration

Maintaining your footing requires more of your attention. *–1 cost per rank.*

Quaking Strike

Effect: Burst Area Affliction (Resisted by Agility; Vulnerable, Prone), Limited Degree, Limited to Subjects upon Struck Surface • **1 point per 2 ranks**

By building up and unleashing your chi, you create a shockwave through a surface, possibly knocking over anyone in the mini-quake's area.

Suggestions

Activation

Add this flaw if you want some preparation time to build up the strike's required chi. *Flat –1 or –2 point.*

Raiment Snare

Effect: Cumulative Ranged Affliction (Resisted by Dodge, Overcome with Strength or Damage; Hindered, Defenseless), Limited Degree • **2 points per rank**

You can pull, tear, and unravel your opponent's clothing, entangling them in it. As part of the descriptor, you must be wearing appropriate clothing.

Suggestions

Reach

Add this extra your clothing can reach beyond arm's length. *Flat +1 point per rank.*

Retaliation Strike

Effect: Enhanced Reaction (Attacked), Variable Descriptor (Fighting Style Close Attacks) • **1 point, plus 3 points per rank of Strength and Additional Damage ***

Your reflexes are so tightly wound that you immediately strike back when attacked. This can be added to a basic unarmed attack by not buying any additional ranks of Damage, or to other combat maneuvers by paying for their Damage ranks as well.

* Cost per rank assumes the attack normally requires a standard action

Suggestion

Inaccurate

Because of a lack of preparation, this attack is not as accurate as normal. *Flat –1 point per rank.*

Riposte

Effect: Strength-Based Damage, Reaction (Following Successful Parry), Limited to versus Attacker • **2 points per rank of Strength and 3 points per rank of additional Damage ***

After successfully defending against a close attack, you may attempt a very rapid counterattack against your attacker.

* Cost per rank assumes the attack normally requires a standard action

A character with Riposte 3 and Strength 2 would need to spend 13 points on this advanced combat maneuver (4 for the Strength Damage and 9 for the 3 ranks of additional damage).

Suggestion

Inaccurate

Because of a lack of preparation, this attack is not as accurate as normal. *Flat –1 point per rank.*

Showboating

Effect: Enhanced Expertise: Martial Showman, Close Combat or Ranged Combat (as appropriate): Fighting Style Check Required, AE: Enhanced Intimidation, Close Combat or Ranged Combat (as appropriate): Fighting Style Check Required • **1 point per 2 ranks**

You may attempt to intimidate or entertain onlookers by performing a series of especially impressive actions that illustrate the art, skill and motion of your fighting style. Adjust the Check Required ranks as desired at a flat rate of –1 point per additional flaw rank.

Skydragon Attack

Effect: Momentum-Based Enhanced Strength-Based Damage, Variable Descriptor (Fighting Style Close Attacks), Limited to 3 Ranks per Rank of Leaping • **1 point, plus 1 point per 3 ranks**

You know how to use the power of your leap to enhance the force behind your close attacks.

Suggestions

Variable Descriptor 2

Apply another rank of this extra to increase the breadth of effects this advanced combat maneuver may be used with. *Flat +1 point.*



Sleeper's Touch

Effect: Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Sleep • **1 point per rank**

By striking a particular nerve cluster, the target is put to sleep.

Suggestions

Check Required

Requiring an appropriate check, such as Close Combat: Fighting Style, makes the attack a matter of skill and talent. *Flat –1 point per rank.*

Smackdown

Effect: Enhanced Strength-Based Damage, Activation (Move Action), Limited to Maximum Ranks Equal to Extra Limbs Amount • **–1 point, plus 1 point per 2 ranks**

A character with more than the usual number of limbs and is capable of performing attacks (most usually manifesting in the form of additional arms) may bring more (if not all) of those limbs to bear against an opponent in a single strike. Limbs that are incapable of making an attack on their own cannot be used in this manner. The base damage bonus of a smackdown attack is equal to that of the most powerful limb.

You cannot add more ranks of Damage than you have additional limbs capable of adding to the attack. As such, there's no point purchasing more ranks of Damage than your amount of additional, qualifying limbs can make use of.

Suggestions

Enhanced Knockback *

If you want a smackdown attack to throw back an opponent farther than normal, add ranks of this extra. Like the combat maneuver's Damage ranks, your ranks of Enhanced Knockback will be limited by the number of additional limbs adding to the smackdown attack. *Flat +1 point per rank.*

* See **Better Mousetrap 3e**

Soft Landing

Effect: Protection, Limited to Knockback or Falling Damage • **1 point per 2 ranks**

You are able to prepare your body for an impact when you fall or are thrown into something.

Soul Drain

Effect: Weaken Stamina (Resisted by Will); Regeneration, Source (Limited to 1 rank per Successful Weaken rank) • **3 points per 2 ranks**

You attack with negative energy, allowing you to siphon a target's chi to heal yourself.

Stone Touch

Effect: Affliction (Resisted by Fortitude; Hindered, Immobilized, Paralyzed) • **1 point per rank**

By striking a target's nerve center, you can paralyze your foe.

Strong Throw

Effect: Enhanced Strength, Limited to Determining Throwing Distance • **1 point per rank**

You are able to throw objects and weapons a distance that is out of proportion with the rest of your Strength. Each rank in this combat maneuver gives you +1 to your Strength rank for determining how far you can throw a particular weight (but only if you are able to lift it in the first place). This does not increase your Strength damage or other effects of your Strength rank

Stunning Attack

Effect: Affliction (Resisted by Fortitude; Impaired, Stunned, Incapacitated) • **1 point per rank**

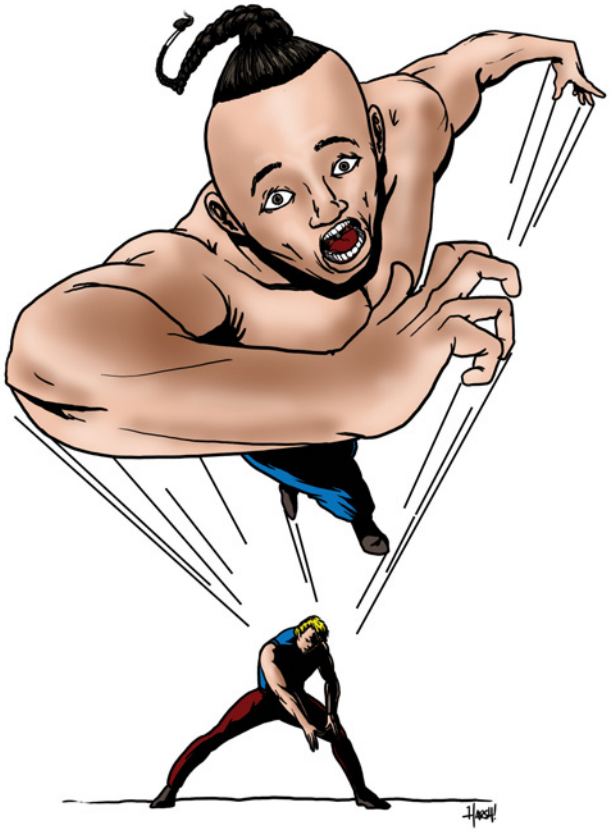
You may attempt to stun someone with a close attack rather causing them serious harm. Thematically, this combat maneuver's build is often limited to not having any more ranks than the character's Strength to represent the stunning attack's effects being the result of a physical blow.

Throw of the Clouds

Effect: Enhanced Enhanced Knockback *, Limited to Throw Combat Maneuvers • **1 point per 2 ranks**

You toss the subject an incredibly disproportionate distance or height.

* See **Better Mousetrap 3e**



Wallop

Effect: Enhanced Knockback *, Variable Descriptor (Fighting Style Close Attacks) • **1 point, plus 1 point per rank**

Your unarmed blows carry significantly greater force than normal, sending your targets flying backward on impact.

* See **Better Mousetrap 3e**

Whirlwind Block

Effect: Enhanced Dodge; Enhanced Parry, Activation (Move Action) • **–1 point, plus 2 points per rank**

By whirling your arms through fluid, lightning-quick patterns in the desired direction, you're better able to block incoming attacks.

Suggestions

Limited

Limiting this combat maneuver so it only works in a single direction at a time makes it more realistic. *–1 cost per rank.*

Withering Blow

Effect: Weaken Strength (Resisted by Fortitude) • **1 point per rank**

A strike at key pressure points, joints, and the like can lead to a temporary loss of strength in the target.

Suggestions

Check Required

Requiring an appropriate check, such as Close Combat: Fighting Style, makes the attack a matter of skill and talent. *Flat –1 point per rank.*

Creating New Maneuvers

Eventually, you or your players will likely want to create new basic and advanced combat maneuvers. This will be especially true if you want to try your hand at making your own fighting styles. So, let's look at some guidelines and suggestions for designing new combat maneuvers.

Creating new basic combat maneuvers is comparatively simple because their nature limits them to power builds that are relatively realistic. Advanced combat maneuvers, however, can include just about anything so long as it is explained away as a matter of the game's more unusual elements, such as mysticism or chi. Either way, though, the process of building the new combat maneuver is mostly the same.

A good place to start when building a new combat maneuver is with the concept. You must know what you want the combat maneuver to do and how it will be portrayed in the game (that is to say, what its descriptor and function shall be). From there, figure out how to go about doing it. The following section should help you work this all out.



Building with Effect

Following are a variety of ideas and suggestions on how some effects may be used to create new advanced (and yes, even basic) combat maneuvers. Generally speaking, Gamemasters should limit the introduction of new combat maneuvers for an existing style to masters (or even Grandmasters, as per the Benefit advantage). And yet, Gamemaster may otherwise allow for such additions under certain, approved circumstances.

Affliction

This effect is incredibly versatile and adaptable, making it the cornerstone for many possible combat maneuvers (you'll notice it is used quite a bit in the existing combat maneuvers presented earlier). Because of the various conditions

Naming Your New Combat Maneuver

A seemingly innocuous aspect of creating new maneuvers—but one that is essential to the proper atmosphere—is giving the design an appropriate, cool sounding martial arts-esque name. For instance, a new advanced combat maneuver designed for an alien martial artist visiting Earth in a super-hero genre game may have a power that allows him to throw balls of fiery, spiritual energy. As such, the maneuver could be named (once translated from the alien's tongue) "Teeth of the Comet."

This may seem like a simple point to make, but such names help make combat maneuvers more distinct than powers gained by other means.

it is capable of imposing, this effect can be used to represent combat maneuvers that are mystical, spiritual, or physical in nature, as your fighting style requires.

It can be used with fighting styles that associate themselves with an animal (or even plants?), for example. Affliction-based maneuvers that use compelled or even controlled conditions in relation to an appropriate beast are understandable in more fantastic games. Still, even in realistic martial arts games, such use may be employed in a limited fashion to indicate an unusual affinity or ability to intimidate animals.

A combat maneuver that addles the mind and befuddles can easily be built using this effect. Being resisted by Will may be most appropriate, using dazed, compelled, and controlled results to represent the onset of confusion and disorientation.

Affliction is also useful for building combat maneuvers that use meditative and chi techniques to influence the moods of others. To keep such combat maneuvers in line with the martial arts theme, most should be restricted to particular emotions, to only working on a particular type of target (e.g., animals), and so on. It is also common to apply the Close Combat: Fighting Style Check Required (or some other type of check) flaw to such abilities.

Striking vital points on a foe's body can easily rob a target of energy, resulting in fatigue, exhausted, and incapacitated conditions (perhaps with the Limited Degree flaw to reduce their scope). This is especially true if the blow knocks the wind out of the opponent. Nauseating an opponent via impaired, stunned, and incapacitated results is also possible. Such Affliction-utilizing combat maneuvers may be linked to another power, such as Damage, that represents the attack's primary effect with the former being an effective secondary result.

For martial artists that develop a mystical or spiritual connection to a person's or creature's life force, Affliction is a good starting point for combat maneuvers that affect the latter. Using chi as a descriptor for such combat maneuvers is common, with a broad range of mixed conditions being possible depending upon your desired result. The new Harmful extra presented in **Better Mousetrap 3e** is also worth a look if you want a combat maneuver with a third degree condition (see the dim mak advanced combat maneuver, pg 148, as an example).

Communal

This new effect is ideal for constructing combat maneuvers that require more than one person to employ. Examples include those that utilize one person to deliver a strike while another provides the necessary propulsion, movement, momentum, or the like. Communal is also ideal for mystic martial arts abilities that require the chi of more than one person to activate.

Communication

Masters of fighting styles heavily grounded in meditation and spiritualism may learn methods other than vocally by which to "speak" with others. This ability can logically be restricted to only function with other students of the practitioner's fighting style.

Concealment

The ability to hide is one that is extremely familiar to the martial arts genre, especially amongst the mythical ninja. Some fighting styles may only train its members to hide from a very particular and/or unorthodox sense. For example, there could be a school of monks that teaches its members to empty their minds, allowing them to hide from mental senses.

Create

This is an unusual effect to use while designing a new combat maneuver, but it is possible. Fighting styles that make use of mysticism and the like are the most likely beneficiaries of such a build. This effect can be used to represent an ability to create something out of spiritual energy, or (with Limitations) nearby physical resources, such as earth, water, or plants.

Damage

This effect is going to be a common option for many new combat maneuvers, for obvious reasons. It is the foundation for most harmful fighting style combat maneuvers, and may be linked with other powers to create a variety of effects meant to be additional results of the attack.

Ranged Damage combat maneuvers are of limited use in realistic games unless designing weapons. Such power builds are far more useful in games where combatants may summon their inner chi to toss around fireballs or use the air itself to deliver punches over distance. In keeping with the martial arts concept, such abilities should not be designed in a way that makes them just as easy to use as a regular super-hero firing blasts of energy from their eyes. Consider applying the Close Combat: Fighting Style Check Required flaw (or something similar) to a Ranged Damage combat maneuver to keep it on-theme.

Perception Ranged Damage effects should be exceedingly rare for combat maneuvers.

Deflect

The ability to deflect incoming ranged attacks is a staple of the martial arts genre. This effect should be severely limited and/or flawed (such as by adding Check Required) in more realistic games. Typically, the descriptor should indicate the use of a weapon or something similar with which to use this ranged effect. Otherwise, you're delving into the realm of mystical combat maneuvers.

Enhanced Trait

Enhanced Trait is yet another effect that is often used to create combat maneuvers. With the existing combat maneuvers presented in this book, you'll notice it is often the "delivery system" by which open-ended extras, flaws, skills, and advantages are presented. This is done in such a way because it allows the respective traits to be applied to a range of

other combat maneuvers. This is not the extent of this effect's usefulness, however. Limitations are handy (and often required by the combat maneuver's concept) for restricting the circumstances under which the Enhanced Trait may be used.

A combat maneuver that makes use of Enhanced (Ability) will usually be restricted in some way to keep it in line with the martial arts concept. A particular circumstance or state of mind that must be attained to make use of the combat maneuver, for instance, can indicate how the combat maneuver's Enhanced Ability differs from the regular training that results in an ability's direct, permanent improvement.

As a rather ham-fisted method of incorporating this effect, Enhanced Trait can also be used (with a liberal application of flaws) to build combat maneuvers that allow the attacker's own force to be used against them. An Enhanced Affliction intended to render the target prone while being limited to only work against attacks that require one's opponent first build momentum, for example, could be used to define a combat maneuver that employs leverage to turn the attacker's own speed and force against them.

Environment

Most often used as an aspect of equipment, this effect may be creatively employed to represent traps and maneuvers (especially involving weapons) that interfere with an opponent. However, combat maneuvers that impede movement or visibility are certainly possible while keeping the combat maneuver realistic.

In a less realistic campaign where fighting styles make use of mystical components, it is possible to develop combat maneuvers that outright control environmental factors, even if only to a limited degree. Some mystical fighting styles concerned with concealment, for example, may grant actual power over darkness. Other fighting styles that are similarly tied to different elements of nature could use this effect to create similarly related abilities.

Extra Attacks

Even in games where this effect is permitted, it is not ideally suited to be a maneuver component (although it's possible, especially via the Linked extra). A proper combination of extras will often result in the desired outcome more effectively.

Feature

Because of its broad, wide-open, catch-all nature, Feature can have any number of uses while constructing new combat maneuvers. Here are several suggestions:

- **Enlightened Longevity:** Because your pursuit of martial arts has led you to enlightenment, you have learned how to use your chi (or something similar) to reduce the aging process. This has granted you a long life well beyond what is normal.



- **Potent Chi:** Your life force is so abundant and focused that you can make it visible to others by concentrating, creating a faint aura of light or a shimmer between your hands good for an interaction bonus.
- **Walking Arsenal:** You are able to adorn yourself in a multitude of weapons (so long as you are strong enough to carry them all) without affecting your mobility and freedom of movement.

Healing

Realistic martial arts games will usually be restricted to using skills to indicate healing knowledge, but ancient, martial techniques that go beyond mundane medicine may be designed using this effect. Even so, adding an appropriate Check Required flaw may be a good fit.

Immortality

Many ancient martial disciplines include myths surrounding practitioners who achieve immortality by alchemical means, true enlightenment, and the like. However, none of these involves a particular combat maneuver. While useful for creating powers that martial artists may possess, this effect is entirely useless for building combat maneuvers.

Immunity

The Gamemaster should be very careful regarding how this power is used in creating new combat maneuvers. Adding immunity to a particular effect can be extremely powerful in a martial arts themed game, especially those intended to be realistic because of its all-or-nothing nature. The more expensive immunities are highly inappropriate to a realistic martial arts game, and should probably be outright forbidden because they will easily disrupt the game's flow and balance.

Insubstantial

Some martial artists claim they are able to temporarily transcend their physical forms, shifting themselves briefly to another state that allows them to pass through matter. This effect can be used to create maneuvers that allow the practitioner to temporarily walk through the spirit realm or turn themselves into smoke, for example.

Leaping

Incredible leaps are a staple of the martial arts genre. Gamemasters should be careful to ensure the number of ranks purchased remains somewhat close to the realm of believability for the style of game being played.

Luck Control

A martial artist that reaches a certain stage of enlightenment may find ways to alter existence, bending probability to their will or representing a refined attunement to the world around them. This can result in a greater chance of things working out in their favor, but this effect may not be appropriate to a combat maneuver.

Mind Reading

By adding appropriate flaws, this effect can be used to construct maneuvers that represent the ability to anticipate an opponent's intentions in combat, thus emulating superior training and/or mental discipline. Beyond that, Mind Reading will generally be restricted to the realm of mysticism and the like.

Move Object

Drawing weapons to one's hand from a distance, using one's spiritual essence to move objects, and delivering solid blows at range are all appropriate ways to employ Move Object in a martial arts game. Flaws should be in place to prevent combat maneuvers using this effect from resembling superheroic powers, however. Combat maneuvers shouldn't allow prolonged or malleable/adaptable use, for example. When utilized in a combat maneuver's design, Move Object should be restricted to incredibly brief, direct, and purposeful applications or it begins to shy away from the genre.

Movement

Although not as useful in a realistic campaign, most aspects of the Movement effect are familiar in the more fantastic extremes of the martial arts genre. Whether walking on water or up walls, or swinging from branch to branch, unnatural, extraordinary modes of movement can be an excellent way to illustrate just how close to the divine/preternatural world martial arts can be in some game settings.

Nullify

This effect can be used to design impressive defensive maneuvers, although reducing it to close range is the norm for a more realistic design approach to martial arts. Designing a combat maneuver using Nullify so it is limited to only negate a particular fighting style or group of combat maneuvers—kicks or blocks, for instance—should be considered for the design. Also for consideration would be or requiring a Close Combat: Fighting Style check. This is done to prevent such combat maneuvers from becoming too powerful in their scope.

Protection

Most martial artists avoid wearing restrictive armor, but many real and mythical training techniques claim to be able to increase the chance of one's flesh resisting harm and/or raising one's pain threshold. Such techniques can be represented by combat maneuvers designed using this effect, as may mystical combat maneuvers that physically or spiritually alter the flesh into a form of living armor. Applying Impervious to a combat maneuver should generally be avoided, as it can quickly become too powerful in realistic martial arts campaigns.

Quickness

"Snatch the pebble from my hand" is a test of speed and reflexes that may be surmounted with one or more ranks of

this effect added to a combat maneuver. Limiting what the effect will apply to is almost a necessity in most martial arts campaigns, especially those that strive for realism, or such feats of speed risk losing their luster by becoming commonplace.

Regeneration

This effect is not often well-suited for creating new combat maneuvers because of its limited scope and ability to unbalance a game (especially those of a more realistic nature). It can, however, be used to represent the capacity to enter a healing trance or the like.

Remote Sensing

Through meditation and similar means, several martial arts schools claim their teachings grant extended senses that allow practitioners to see or hear things at impossible distances. This effect is useful for creating combat maneuvers that incorporate such extraordinary senses.

Senses

Deep, prolonged introspection, living close to nature, years of training through meditation, and the like are commonly used to attain superior senses in the martial arts genre. Only slightly improving the five senses works best in a realistic game, but just about anything goes in a more fantastic setting. The latter can lead to characters that can peer through time and space or sense a blow before it strikes them.

Speed

In most campaigns, even fighting styles and physical training that push the envelope of human perfection will be limited to just one or possibly two ranks of this effect. Anything more than that risks the game losing any attachment to realism. In mystic or super-heroic martial arts games, this effect should still stay remain shy of transforming the character into a speedster. If not, combat maneuvers utilizing Speed seem more like a regular super-power than a combat maneuver.

Summon

Some fighting styles are reputed to be able to animate swords and the like to fight for the practitioner. This effect may also be used to represent the ability to make objects seem to have a mind of their own. Such combat maneuvers should have limitations restricting the object to only function in the martial artist's presence and/or when properly wielded. If not, such combat maneuvers seem less like a martial arts talent and more like a standard super-power.

Teleport

In more fantastical martial arts mediums, the ability to disappear and then reappear is common. Teleport is ideal for creating such combat maneuvers, although they are often severely limited to maintain an attachment to the martial arts concept. The Medium flaw, for example, is especially useful for doing this.

Variable

Use this effect sparingly when designing new combat maneuvers. Variable's extremely open-ended nature makes it ripe for abuses that will significantly detract from maintaining the desired atmosphere of a martial arts game if you're not careful. This effect could, however, be utilized by fighting styles supposedly based on animal movements and characteristics. In less realistic martial arts games, this effect can be used to create combat maneuvers that embrace and unleash one's inner animal or totem. This may even allow the practitioner to transform parts of their body into animal parts or the like.

Weaken

Like Affliction, Weaken is handy for devising abilities meant to represent an attack that strikes a vital area of the body, reducing its capabilities. Restricting combat maneuvers using this effect to only work on physical traits makes the most sense. However, an incredibly mysterious, mystical fighting style may have methods of temporarily reducing one's ability to think properly or clearly with but a touch in the right spot. Adding the Close Combat: Fighting Style Check Required flaw is a common means of representing the degree of knowledge and precision required to use such combat maneuvers appropriately.

Some mystic fighting styles are so dark and vile that they enable their practitioners to corrupt and whither the living.



Weaken can be used to represent an attack that damages the body in such a way (like disrupting the flow of blood) so as to cause it to begin to rot. Stealing someone's chi, soul, or will is yet another way this effect may be incorporated into a combat maneuver.

Building with Extras

Now that you've got an idea of what works and what doesn't when it comes to effects and combat maneuvers, let's have a look at extras.

Accurate

This is used to indicate a combat maneuver that is especially easy to perform. Care should be taken to ensure some semblance of balance is maintained by not allowing players to heap Accurate onto combat maneuvers that should reasonably be expected to be difficult to perform.

Addictive

Better Mousetrap 3e

This extra is not very appropriate for combat maneuvers unless you want something that will make one addicted to the transferal of chi, being slapped around, or so on. If you have a really great concept, go for it! But otherwise, you should probably pass this extra by.

Affects Corporeal

If you have spirits or ghosts in your game who happen to practice a fighting style or mystic fighting styles that allow practitioners to become insubstantial, this extra will be a necessity for creating combat maneuvers.

Affects Insubstantial

If your game has a mystical or preternatural aspect to it, this extra will be useful for designing combat maneuvers that can be used versus spirits and the like.

Affects Objects

Combat maneuvers that are not intended to be used against living beings are not uncommon, making this extra a prerequisite for most built with this in mind.

Affect Others

This is not a common extra employed in the design of new combat maneuvers. The nature of martial arts is honing one's own skills and talents, so it is unusual for a combat maneuver to pass its benefits on to another. (Of course, this doesn't mean it's not possible if you come up with a great concept).

Alternate Ability

Better Mousetrap 3e

Sometimes a combat maneuver's concept means going outside the box, and this extra is useful for this purpose. Alternate Ability is especially suited to combat maneuvers rooted in mysticism or the like, allowing mental abilities to guide one's strikes rather than hand-eye coordination.

Alternate Attack

Better Mousetrap 3e

Some interesting combat maneuvers can be made by adding this extra, especially if running a mystical or superheroic martial arts campaigns that allow for maneuvers with flaming fists and the like.

Alternate Effect

This extra is useful for designing combat maneuvers that are capable of delivering different effects based on similar techniques. These different effects can depend upon where they are aimed, minor variations in execution, etc. Because a combat maneuver is fairly specific in how it operates and—often—what part of the body is used to employ it, Gamemasters need to be especially careful this extra keeps the powers conceptually linked. Allowing a kick as an alternate effect to a punch maneuver should almost certainly be disallowed, for instance.

Alternate Resistance

Sometimes a combat maneuver's design and concept means its component effects' default resistance isn't suitable. This extra may address such issues by altering the effect to suit the combat maneuver's concept. For instance, an effect that normally requires a Will resistance check is being used as part of a combat maneuver conceived as a nerve strike, thus making a Fortitude resistance check more appropriate.

Area

For the most part, Area should be used sparingly when designing combat maneuvers because it is rare that a martial artist can reasonably include it in a hands-on concept. There are exceptions, however, especially those involving weapons. The Gamemaster may only allow this extra for weapons with a reach or range that otherwise match the area's farthest distance to keep things a bit more realistic.

Attack

Many powers you'd not normally associate with a fighting style may be used as a mystically-based combat maneuver with the application of this extra. Indeed, it is usually a necessary foundation for some of the more unusual combat maneuvers one could hope to create.

Combo Element

Obviously, this extra is suited to just about any combat maneuver, as it was designed with martial arts in mind. Gamemasters and players should keep a fighting style's concept in mind when adding extra to any given maneuver, however, so that any given combination remains faithful to the fighting style's teachings and purpose.

Conductor

Largely inappropriate for most realistic combat maneuvers, this extra can be useful for constructing maneuvers for mystic or spiritual fighting styles.

Contagious

Largely inappropriate for most realistic combat maneuvers, this extra can be helpful for creating maneuvers for mystic or spiritual fighting styles.

Critical Trait

Better Mousetrap 3e

Adding this extra to a combat maneuver makes it more likely to result in a potent outcome when a natural 20 is rolled. Remember, though, that it cannot be added to effects that already benefit from the Increased Effect aspect of a critical hit.

Dimensional

If your game delves into the preternatural, this extra will be useful for affecting demons and the like.

Drawn Out

If your mystical or spiritual combat maneuver is intended to have lingering effects, such as influencing someone's chi in such a way as to cause prolonged harm, this extra is ideal. For more realistic combat maneuvers, this extra is likely not a great fit, however.

Enhanced Knockback

Better Mousetrap 3e

Instead of linking a power to a modified Damage effect to convey a combat maneuver's nonlethal concept appropriately, sometimes adding this extra is all that's needed. Enhanced Knockback communicates a physicality the combat maneuver may not otherwise possess.



Feature

This extra is useful for rounding out the peculiar particulars of a combat maneuver that are not easily otherwise addressed.

Harmful

Better Mousetrap 3e

Looking to make a combat maneuver that seems to be an ideal fit for Affliction, but you want the final outcome to be a little more severe than is normally allowed? This extra may be for you. Harmful lets you build combat maneuvers that may affect the target's body or spirit in detrimental ways with the first two degrees of success, but the third is actually suffering harm.

Impervious

Be careful with how this extra is applied—you don't want characters in a more realistic game to become bullet-proof using a combat maneuver. In a mystic martial arts game, however, Impervious is useful for creating just such abilities, or creating mental, spiritual, or even sensory defenses that are not easily defeated.

Improved Counter

A useful tool for building combat maneuvers in games with mystical elements or where preternatural abilities are otherwise combined with fighting styles. This is especially true of games where binary aspects of the universe develop martial arts in opposition to each other.

Incurable

Devastating combat maneuvers that are not easily or quickly recovered from should get a lot of mileage out of this extra.

Indirect

This extra can be applied to mystical maneuvers but should only carefully be applied to basic combat maneuvers. For example, it could allow a character's chi to pass through solid objects to strike a target or be used to indicate a maneuver with a trick shot effect.

Innate

This extra is inappropriate to combat maneuvers because the latter are a matter of training rather than an ability one is born with or otherwise granted.

Insidious

Not all maneuvers cause immediate harm or leave bruises. Some are indeed insidious in that they strike a nerve center or other vital area, resulting in subtle but dangerous effects within the target that are difficult to detect. This extra is particularly handy for expanding on powers or existing maneuvers that are already devious and hazardous.

Liberated

Better Mousetrap 3e

You may be able to create some interesting combat maneuvers with this extra, but it is likely better suited for abilities obtained from enchanted weapons and the like.

Linked

One of the most often used extras in maneuver design, Linked enables multiple effects to be enacted as a single combat maneuver. This outcome is usually necessary for Damage-based combat maneuvers and the like that have additional effects meant to illustrate striking a particular area or some similar consequence.

Multiattack

This extra is another method of simulating "rapid fire" maneuvers, especially attacks. It has the benefit of having an upwardly scaling effect based on the attack roll, an aspect that can be useful for communicating particular maneuver concepts.

Overwhelming Counter

If you are going for an over-the-top or mystical martial arts game, this extra can be useful for building preternatural combat maneuvers that bully their way through a target's defenses. It has less utility in a more realistic game, but can be helpful in designing weapon-based attacks.

Partial Resistance

If you have a combat maneuver in mind that is incredibly potent and difficult to fully resist, this extra may be ideal for your purpose. It can be used to make pressure point attacks and the like more dangerous while creating basic combat maneuvers, or can represent a target with toxic chi for advanced combat maneuvers, for example.

Penetrating

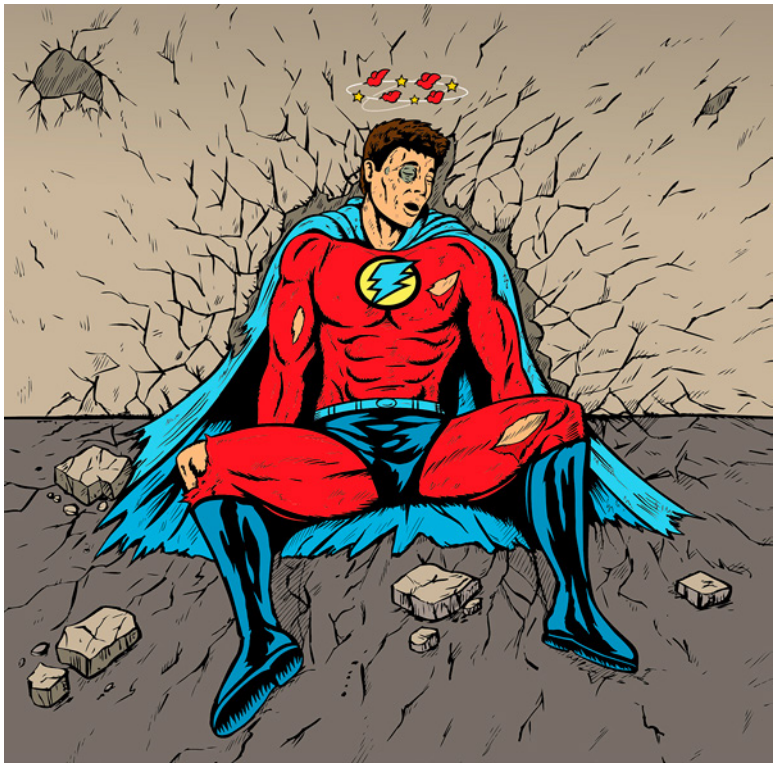
Combat maneuvers intended to defeat an opponent's defenses in some fashion (the most common of which include precision aiming or brute force) will benefit from this extra.

Potent

An appropriate tool for varying a maneuver's effectiveness without making it overpowered in other, more immediate operative areas. This allows much finer control over maneuver design and implementation.

Precise

Adding Precise to a combat maneuver likely won't have much of an effect on game mechanic outcomes (Toughness resistance checks, etc.), but this extra can be handy when it comes to more thematic effects. Example uses include a paralyzing combat maneuver with sufficient precision to only work on a single part of the body, or the ability to throw a shuriken into a pistol's barrel.



Prolonged Recovery

Better Mousetrap 3e

Given how often Affliction is used in creating combat maneuvers, this extra is a welcome addition. Adding it makes such power builds more effective.

Pull

Better Mousetrap 3e

Maneuvers intended to be cinematic or extraordinary examples of grappling or the like may be made with this extra.

Reach

Unless utilizing a foreign object, such as a chain, length of cloth, or the like, a Gamemaster should be careful how this extra is used while designing combat maneuvers. As a helpful guideline, it shouldn't allow a combat maneuver to more than double the practitioner's normal reach unless some manner of weapon or implement is also required and employed.

Reaction

This extra can have especially interesting results when added to a combat maneuver, but it can also upset game balance very easily. It is ideal for creating a combat maneuver that is activated by unwanted contact or as a matter of automatic reflex.

Reversible

A merciful extra, adding Reversible to a combat maneuver means being able to undo its effects. That nerve pinch that causes prolonged death? Well, it can easily be undone with a quick tap against a different nerve cluster ... if you know what you are doing.

Ricochet

Bouncing ranged combat maneuvers off of one or more surfaces to strike at an intended target is common in the martial arts genre. Just be careful how this extra is applied so you do not step beyond the common sense limits of your game if you are attempting to keep things realistic. You may want to add the Attack Check Required flaw, for example, to indicate a separate attack check is required at each ricochet to ensure the attack remains true to its intended path.

Secondary Effect

Although a combat maneuver with this extra wouldn't itself be toxic, it can be used to create maneuvers that mimic such an outcome. It can be used to cause the target's body to poison itself or similarly have some kind of secondary result from the combat maneuver's success. For example, a combat maneuver with this extra could be described as a strike against the liver that, should the resistance check fail, causes a backlog of toxins that will be harmfully released into the blood.

Selective

Applying an Area extra and then this extra can create combat maneuvers designed to indicate incredibly rapid movement or the ability to otherwise skillfully and simultaneously manipulate a maneuver against more than one target. For instance, a Burst Area Damage combat maneuver with Selective could indicate a flurry of blows aimed only at desired targets. Aa Line Area Affliction maneuver with Selective could be used for a lashing whip that can be made to snake and twist amongst a crowd's feet, pulling down intended targets as one.

Sleep

Putting a target to sleep with a well-placed strike is just the sort of thing combat maneuvers are intended to do.

Slow Fade

Better Mousetrap 3e

Useful for increasing the amount of time an advanced combat maneuver's effects remain, Slow Fade is a handy tool for making the likes of pressure point abilities more effective. It is all the more useful because it does so without increasing the relevant power's ranks beyond the degree of realism you want your game to portray.

Split

This extra can create maneuvers that make use of more than one limb at once. Also, it could be used to create a jumping split kick, punching with both fists at once, or using a twirling staff to deflect multiple inbound arrows, to name a few applications.

Subtle

Subtle is useful for combat maneuvers that are more covert in nature, such as may be delivered with a gentle touch, sending some chi through a ley line, or the like.

Triggered

Be careful with this extra. Triggered can be great for creative combat maneuver designs for mystical or superheroic games, but can easily get out of control in realistic martial arts settings. For example, it could be used to create a combat maneuver that relies on a series of precise nerve strikes with its effect being deferred over time until the final touch of a finger upon a nerve.

Variable Descriptor

A very useful extra, especially when creating combat maneuvers that are essentially "naked" extras one wishes to apply to other combat maneuvers as needed. An example would be using one's chi to apply an extra to any hand strike taught by one's fighting style.

Building with Flaws

Flaws are not just useful for lowering a combat maneuver's cost, but also for reinforcing a sense of realism and fine tuning your design's concept.

Activation

This is a common flaw that may be used to represent the additional time to prepare one's concentration, focus one's chi, or something similar as part of using a combat maneuver.

Additional Resistance

Better Mousetrap 3e

This flaw should be reserved for especially devastating combat maneuvers. It is also helpful for creating combat maneuvers that can initially be tough to overcome.

Announcement

Ideal for the likes of combat maneuvers in cinematic martial arts games, this flaw should be carefully monitored so it isn't overused and abused as a mere points grab. Typically, it should be limited to one or two key combat maneuvers per character. If every combat maneuver has this flaw, Announcement is no longer a flaw but merely part of the martial arts descriptor, and thus has no value in that particular game.

Bungling

Better Mousetrap 3e

Bungling is not very appropriate for most combat maneuvers considering the latter are meant to reflect the results of careful study, practice, and discipline. This flaw can be used to create combat maneuvers that are so difficult to perform that even masters still have trouble doing so, however.

Chained

An alternative to the other methods of creating combo effects, this flaw can be used to replicate this concept. It does so by enforcing a rigid technique that must successfully follow a number of steps/maneuvers or the whole thing falls apart. This is ideal for highly structured fighting styles, but likely won't fit those that are more adaptable in nature.

Check Required

This will likely be one of the more commonly used flaws when designing new combat maneuvers because it keeps the maneuver grounded. It does so by mechanically and thematically tying the maneuver to the concept of it being an aspect of martial arts and skill rather than just another super-power.

Concentration

Few combat maneuvers are prolonged long enough for this flaw to be useful. However, in the rare instances where a combat maneuver has a longer than Instant duration, Concentration is the most realistic option because of the attention it requires of the practitioner.

Diluted

This flaw is an appropriate means of reducing a combat maneuver's ability to penetrate a target's defenses without otherwise impeding its performance. This allows much finer control over maneuver design and implementation

Diminished Range

This flaw is useful for devising powerful ranged combat maneuvers that do not have a long range. This can be suited for combat maneuvers that require throwing something, and thus it may not travel the same distance as something that is fired from a weapon.



Dire Consequence

Better Mousetrap 3e

In games where mystical combat maneuvers exist, this flaw can be useful for reinforcing codes of behavior that are tied to one's fighting style. Using a combat maneuver against an innocent, for example, could result in a Dire Consequence if the fighting style is solely taught to students who are meant to protect the people.

Distracting

Yet another popular flaw for creating demanding combat maneuvers, its presence indicates an extraordinary amount of attention is required. This is principally useful for designing combat maneuvers during which the practitioner must let down their guard somewhat and thus becomes easier to hit.

Drain Trait

Better Mousetrap 3e

This is a useful flaw for creating combat maneuvers that temporarily impose detrimental effects on the practitioner. A head-based attack that strikes so hard that its use temporarily dulls the practitioner's wits, for example. Another example would be a combat maneuver that is so physically demanding that it temporarily drain's the user's Stamina or Strength.

Dulled

The Dulled flaw can be used to create combat maneuvers that are ineffective against a particular form of defense or even fighting style.

Exposed

Better Mousetrap 3e

This flaw is ideal for creating combat maneuvers because it allows one to represent how open to attack a practitioner becomes while employing the maneuver. Exposed is, you'll note, frequently used throughout the basic and advanced combat maneuvers presented in this work.

Exposure

Better Mousetrap 3e

Most realistic combat maneuvers will not have any use for this flaw, but it may still have its uses. For example, it could be ideal for creating combat maneuvers that become more effective the more inebriated one becomes. On the other hand, creating combat maneuvers for mystic martial arts games could get a lot of use out of this flaw. A combat maneuver that gains power the closer one comes to a ley line would be an effective use of Exposure.

Fades

This is an unusual flaw for combat maneuvers unless they are mystical or spiritual in nature. In such instances, Fade can be used to indicate a depleting reservoir of chi or life force from which to draw upon to power the combat maneuver.

Falter

Better Mousetrap 3e

This flaw can be used for designing combat maneuvers that dull one's reflexes or have a similarly slowing effect upon the practitioner.

Feedback

Unless applied to combat maneuvers intended for practitioners with unusual limbs or super-powers, this is not a flaw that will see much use in combat maneuver design. It is unusual for a realistic combat maneuver to create something that can direct pain back to the practitioner.

Fluctuating

Better Mousetrap 3e

Unless you're creating combat maneuvers suited to a mystical martial arts game or the like, this flaw is not suitable for most combat maneuvers. There would have to be an excellent reason why a combat maneuver's potency would vary while creating realistic combat maneuvers.

Fragile

Better Mousetrap 3e

Yet another flaw for creating combat maneuvers that may only be used by practitioners who are fully aware and without distraction, Fragile is suitable for realistic and more fanciful combat maneuver designs.

Gallant

If you are running a mystical or super-hero martial arts game, applying this flaw to effects that are intended to rarely be used—perhaps because of their epic, dangerous nature—may be desirable. Gallant is also helpful for reining in some of the more outrageous combat maneuvers because characters will be less willing to use them frequently if doing so requires a hero point.

Grab-Based

This flaw is ideal for creating all sorts of lock, grab, and pinning combat maneuvers from effects not typically intended to take on a physical aspect.

Heavy Recoil

Better Mousetrap 3e

One could probably create some very entertaining combat maneuvers in a mystic or super-hero martial arts game by applying this flaw. It is not very appropriate for more realistic games, however.

Imprecise

Better Mousetrap 3e

An alternative means for creating combat maneuvers that are subject to greater than usual inaccuracy.

Inaccurate

Sometimes the means needed to deliver or perform a particular combat maneuver makes it less likely to hit, regardless of effect, a concept for which this flaw is ideal.

Increased Action

Much as with the Activation flaw, Increased Action is ideal for designing combat maneuvers that require some preparation to perform.

Inexact

An excellent option when you wish to create a combat maneuver that fills an area, such as a conceptual rain of fists, but you don't want the attack to be automatic, as is usual for an Area.

Inhibited Trait

Better Mousetrap 3e

Preventing a particular trait from functioning while a combat maneuver is being used can be employed for representing any number of interesting consequences. An attack that absolutely cannot be used while Flight is operational could be created using this flaw, for example, or an attack that outright inhibits Parry or Dodge, reducing them to 0.

Knockback Only

Better Mousetrap 3e

This flaw is ideal for creating throws and takedowns intended to disable or otherwise represent a combat maneuver's effect without causing harm.

Light Touch

Better Mousetrap 3e

This flaw will allow the combat maneuver's design concept to fill in the range between the binary extremes of whether or not a combat maneuver will result in knockback.

Limited

Obvious uses for this versatile flaw include making the combat maneuver only function with a particular type of attack or body part (a punch, for example). It could also restrict the maneuver to when certain circumstances are first met (such as having just finished a leap). When no other flaw fits a new combat maneuver's concept as desired, Limited will often get the job done.

Momentum-Based

Because of its focus on traits linked to Movement powers, this flaw is useful for constructing combat maneuvers for fighting styles that focus on mobility and speed. Of course, this flaw is a perfect fit for the speedster's fighting style, zip-along (pg 248).

No Knockback

Better Mousetrap 3e

Adding this flaw to a combat maneuver can be helpful for concepts that focus more on where and how the combat maneuver lands on an opponent rather than how hard. Vital strikes and the like are ideal candidates.

Non-Critical

Better Mousetrap 3e

This flaw is generally well-suited to combat maneuvers because of the control it gives over damage.

Nonlethal

This flaw is ideal for combat maneuvers that may have otherwise devastating effects but are not intended to risk the target's well-being (not for the long term, anyway).

Permanent

This is an unusual flaw for most combat maneuvers because it is rarely a proper fit for a power build intended to represent the results of training and talent.

Priming

Better Mousetrap 3e

Priming is not very practical for realistic combat maneuvers. This flaw can, however, be a good fit for mystic or superpowered combat maneuvers that need to build up power.

Prone

A combat maneuver or weapon that involves a great, nearly (or actually) uncontrolled use of force or one's body to leave the ground would suit this flaw. Because few fighting disciplines would teach combat maneuvers that leave their practitioners at such a disadvantage, this flaw will mainly be restricted to some of the rarer, more outlandish, and risky combat maneuver concepts.

Push Over

Push Over is ideal for combat maneuvers that reduce the practitioner's balance and stability. This is especially true of those combat maneuvers requiring a one-legged stance or entirely leaving the ground, even if only momentarily.

Quirk

Ideal for all the little things that don't seem to fit anywhere else, the Quirk flaw can round out your combat maneuvers' rough edges.

Reduced Penetration

Better Mousetrap 3e

Maneuvers that don't use a lot of force or are otherwise not very effective at penetrating the target's defenses to deliver their effect are examples of maneuvers that are a

good match for this flaw. A pinpoint strike delivered with a single finger, for instance, wouldn't be great at defeating armor but could be devastating if it manages to do so because of its effect.

Reduced Trait

Better Mousetrap 3e

This flaw can be used to indicate a temporary disability brought on by performing a maneuver. A kick that leaves one's legs sore enough to temporarily reduce Dexterity, for example, or a punch that strains the muscles, making them tremble and become weaker for a time.

Removable

This flaw is not commonly used for combat maneuvers, although ideal for creating martial arts weapons.

Resistible

This is an interesting choice when thinking outside the box with how some effects can be worked into combat maneuvers, especially if linked to other effects.

Self-Fueled

Better Mousetrap 3e

This flaw can be an interesting contribution to combat maneuvers developed for a mystic or super-powered game. Martial arts abilities that are quite literally powered by the practitioner are well-suited to forbidden fighting styles.

Sense-Dependent

This is a common enough flaw for combat maneuvers that seek to dazzle, distract, and impair senses. Sense-Dependent is especially useful for creating combat maneuvers conceived as assaulting a target's vulnerable spots, such as their eyes or ears, even if attacking the sense itself is not the combat maneuver's primary purpose.

Shutdown

Better Mousetrap 3e

A flaw that will see most of its use in more cinematic martial arts games, it can still be used to create realistic combat maneuvers that shut down a defensive ability in order to attack.

Side Effect

Combat maneuvers that require some sort of sacrifice or consequence from the practitioner suit this flaw. A punch that potentially causes one's opponent a lot of harm but has an equally great chance of breaking the practitioner's own hand is a good example. Or consider a kick that may likely trip the practitioner as a consequence of its use.

Source

Better Mousetrap 3e

Combat maneuvers intended for a spiritual or mystic game can make great use of this flaw. It can be used to create combat maneuvers that only function at a particular location, in the presence of a particular object or substance, etc.



Staggering

Better Mousetrap 3e

This is yet another flaw that is well-suited to constructing combat maneuvers that result in consequences to the practitioner. The staggered condition such combat maneuvers impose would be ideal for designs that, for whatever reason, result in reduced mobility.

Strained

This flaw is useful for reigning in especially potent combat maneuvers, or for suiting a concept that (for whatever reasons) cannot be pushed beyond the usual boundaries.

Stunning

Better Mousetrap 3e

Combat maneuvers that take the wind out of the practitioner, result in a blow to their own head, or something similar can easily be represented with this flaw.

Tiring

Although it won't make sense for most combat maneuvers of low rank or little effect, grand or devastating combat maneuvers are a perfect fit for this flaw. Adding a Limited flaw involving some manner of action that must be performed first, or perhaps a Check Required flaw for the same effect, can also enhance this concept.

Wild

Better Mousetrap 3e

It is possible to create combat maneuvers that retain an unusual degree of randomness or a lack of control that is unusual for something that conceptually normally represents such great discipline. However, this flaw should be used sparingly for combat maneuver design.

7. FIGHTING STYLES

An abundant (yet incomplete) assortment of sample fighting styles is presented in this work for your enjoyment. You may introduce them to your game as-is or modify them to suit your own view of the fighting style. They may also be used as the basis for creating new fighting styles of your own.

ROLE-PLAYING MARTIAL ARTS

Because we've provided so many fighting styles, the space set aside for anything beyond their game mechanics is limited. For this reason, you won't find detailed descriptions of methodology, techniques, terminology, history, hierarchy, or the like for any included fighting styles. Unfortunately, this knowledge is a big part of what sets each fighting style apart from others, especially those that share a similar heritage. Therefore it falls to you, the reader and player, to do some leg work. It is suggested you put some effort into making your martial artists jump out of your imagination and into the game in full color by reading up on your favorite fighting styles.

DOING THE RESEARCH

The first step in knowing the finer details of your chosen martial art is hitting the books (or Internet) in a search for information. But what do you look for?

Although the fighting style's history is useful, it likely won't show up much in a typical game, so you won't need to delve too far into it as a priority. What you will need to find, however, is information on any philosophies taught within the style. Uncover how a style's students think and feel, mentally and spiritually. This is important because it sets the groundwork for character motivations and plot elements born from aspects the character may disagree with or otherwise find problematic.

You will also want to find details on how practitioners are trained and how the style's techniques are devised and employed. This will aid you in envisioning fights in your head, better enabling you to describe what your character is doing in the game. Such information will also help you find a fighting style that best suits your character concept. For example, deciding to build a slow, strong brute and selecting for him a fighting style that looks good mechanically would cause problems if you learned the style didn't actually utilize force. Instead, it relied on agility, speed, and quick thinking, factors that don't fit your character concept. A bit of research will help avoid such contradictions unless that happens to be part of what you had in mind to begin with.

One of the problems with research is that many fighting styles have regional differences. Techniques have been modified over time due to the preferences of various teachers operating within isolation brought on by distances in the pre-industrial world. Even today, a martial arts school teaching a particular fighting style in a strip mall on one side of a city may have different ideas about how certain things should be taught and performed than does someone ostensibly teaching the same style in a martial arts school located in another part of town. Due to such variance, it's often wise to consult more than one resource on a fighting style. You must then find a comfortable middle ground between any differences and contradictions encountered.

And yet, when all is said and done, the goal is to enjoy using martial arts in your game, so don't feel that you need to put too much work into filling in the details. Look into your fighting style until you feel comfortable with what you've learned, and then go have some fun with it!

ADDING SOME FLAVOR TO YOUR FIGHTS

Part of enjoying a game rooted in any of the martial arts genres is to step beyond the conventional rules and add your own concepts and imagination to the mix in a new way. Don't just attack the bad guy behind your character with a basic unarmed strike, but opt to deliver a backward kick. Don't settle for merely declaring you'll use your dim mak when your character can unleash a mighty *KIAI*! as they use a single finger to strike their foe's jugular in a death-dealing blow!

Internal versus External Fighting Styles

An "internal" fighting style focuses on training that employs the practitioner's inner elements, such as mental and spiritual fitness.

An "external" style is primarily concerned with the fighting style practitioner's external aspects, such as agility and physical strength.

Many of the basic and advanced combat maneuvers have been generalized, leaving out the specific variations that arise from one fighting style to the next. Therefore, it is up to the Gamemaster and players to fill in the gaps that separate the way one style performs an attack versus that of another style. Although it is very simple to just make up such variations on the fly, a little research into a character's fighting style can provide answers in this regard. Doing so will likely also offer enough information to inspire the player to utilize these differences to their utmost during play.

Why is adding this sort of flavor essential to the game, you ask? Because it removes combat from the mediocrity of merely declaring which attack one wishes to use followed by a roll of the dice. It does so by elevating the game to a story of leaping warriors, whirling fists, and feet slicing through the air unfolding in the mind's eye. It is the difference between playing the game and playing the *genre*. So, don't let the necessary generalizations of the game material hold you back. Submerse yourself in the art of fighting and let the descriptive combat fly!



Adjusting Fighting Styles for a Desired PL

The fighting styles to follow are designed with a typical PL 10 character in mind. This will allow some to start play as masters while others will be well on their way, depending upon the style pursued. For beginning characters of some lower PL games, mastery of most styles, as presented, will always be out of reach because of this. As such, the Gamemaster may need to adjust the fighting styles to suit such lower-powered games.

One of the easiest ways to do this is to cut each fighting style's total value by a number of points commiserate with the amount the game's PL provides compared to the PL 10 benchmark. So, if you're playing in a PL 8 game (a reduction of 20% from PL 10) a fighting style worth 50 points would become worth 40 points (also a reduction of 20%). Deciding what to drop to reach this new points value is the next consideration.

When reducing a fighting style's points to suit a PL below 10, first look towards advantages and advanced combat maneuvers that have more than one rank. Reducing these ranks can cut into a style's cost rather quickly. Next, look towards dropping some advantages entirely. Removing every second or third advantage at random (depending on how much fat you need to trim) instead of picking and choosing may cut down on time and seem a fair formula to apply to one and all. (However, this method is arbitrary and can inadvertently remove the heart of a fighting style's unique flavor).

Another method for reducing a style's total cost is to add new fighting style flaws or to increase the value of existing ones where possible. Don't go crazy with the style flaws, however, as you still want your players to feel encouraged to use their fighting style. You don't want to risk them seeing it as a hindrance more than anything else.

In the case of games with a PL above 10, you need not necessarily increase a fighting style's value. Instead, characters may learn more than one fighting style, a concept that is very much in line with the sort of high-powered game you're likely to be running. If you do wish to increase a style's value, however, adding (or creating) additional advanced maneuvers is an easy method that tends to slide into high-powered games rather easily.

Regardless of whether you need to increase or decrease a fighting style's value to suit your game, keep consistency and fairness in mind. You may even want to do some quick research into the styles you're modifying to ensure you don't do anything that detracts from what the style is attempting to accomplish.

Further Style Training

Players are almost certain to want to expand beyond the boundaries of their chosen fighting style, making their character as adaptable as possible or tailoring them to one or more preferred directions. This may be done by adding advantages and/or combat maneuvers that suit the character's martial preferences. Alternatively, the character may opt to pursue another fighting style, but this doesn't necessarily allow the character to fully complement the new style's abilities with the old. This is because the nature of most fighting styles is to have many of their key elements exclusive to their own use rather than allowing them to be shared with other fighting styles. So then, what is a character to do?

Many players in this predicament will look to alter or expand on their fighting style, representing a path of evolution that is familiar to the world of martial arts. Keep in mind that most real fighting styles have incorporated aspects of other fighting styles they've crossed paths with.



The issue then becomes one of deciding how best to represent this process, a decision the Gamemaster can either come to on their own or by talking out what works best for the story with the players.

The simplest way to solve the problem is to merely allow the player character to add the new techniques. Assume that the requisite amount of training and testing was performed and let it go at that. Although this method is the easiest and fastest, it can dilute the genre's atmosphere somewhat by detracting from the feeling that each fighting style is essential and has a history unto itself. Breaking from this is not something that should be done lightly or without at least trying something else first.

To retain the feeling of a fighting style being something more than just mere game mechanics, a Gamemaster may rule that skill rolls are needed to represent the character's efforts to work the new element into their fighting style. For instance, adding a new advantage or skill to the fighting style may require an Expertise: Specific Fighting Style DC 20 check to represent the effort involved. Similarly, adding a new basic or advanced maneuver may require a flat DC 25 skill check or use a variable DC if you want something more fluid. Consider using a (DC 20 + maneuver's point cost) check if this is your preferred method.

It is also a good idea to rule that changing or adding to a fighting style requires the character be a master or Grandmaster in the style. Such a requirement stands as an indication that the character's understanding of the fighting style is up to the task.

Regardless of what method is chosen, downtime will be required to practice and introduce the fighting style's new elements. If the Gamemaster likes, this can be incorporated into the story in any number of ways. One method requires the character to defend their actions against traditionalists of the same style (perhaps to the extent of having to fight some manner of champion). Another is somehow proving to their peers that the changes are viable by taking on a dangerous quest that will test the new techniques by pushing them to their limits.

Creating Fighting Styles

Creating a new fighting style is a combination of imagination and point counting. You must make use of the martial art's history, depending upon your resource materials, and couple it with your inspiration and intentions without losing sight of the game's mechanics.

If you want to translate a real fighting style (existing or defunct) into game terms, one of the principle elements of doing so will be researching as much historical and technical information as possible. If you find sufficient resources, it's entirely possible—even likely—you'll encounter contradictions. Some such conflicting sources will arise from misconceptions while others are the result of regional differences and the like. In such instances, use your better judgment by approaching other sources of authority or by going with what seems to be the majority agreement on the matter.

Designing a wholly original fighting style means having a grasp on what will set it apart from what already exists. The answers to this concern will usually be rooted in the story around which you plan to build the new martial art. Are the practitioners a race other than human and, if so, how will their physiological differences influence the style's design? Why was the style created in the first place? Was it developed by nomads looking to fight off orcs? Was it created by ancient, space-faring colonists looking to create a sport they could play in zero gravity as a way to stave off boredom? The circumstances of a style's creation (fictional though they may be) will set the tone for how the style should be built.

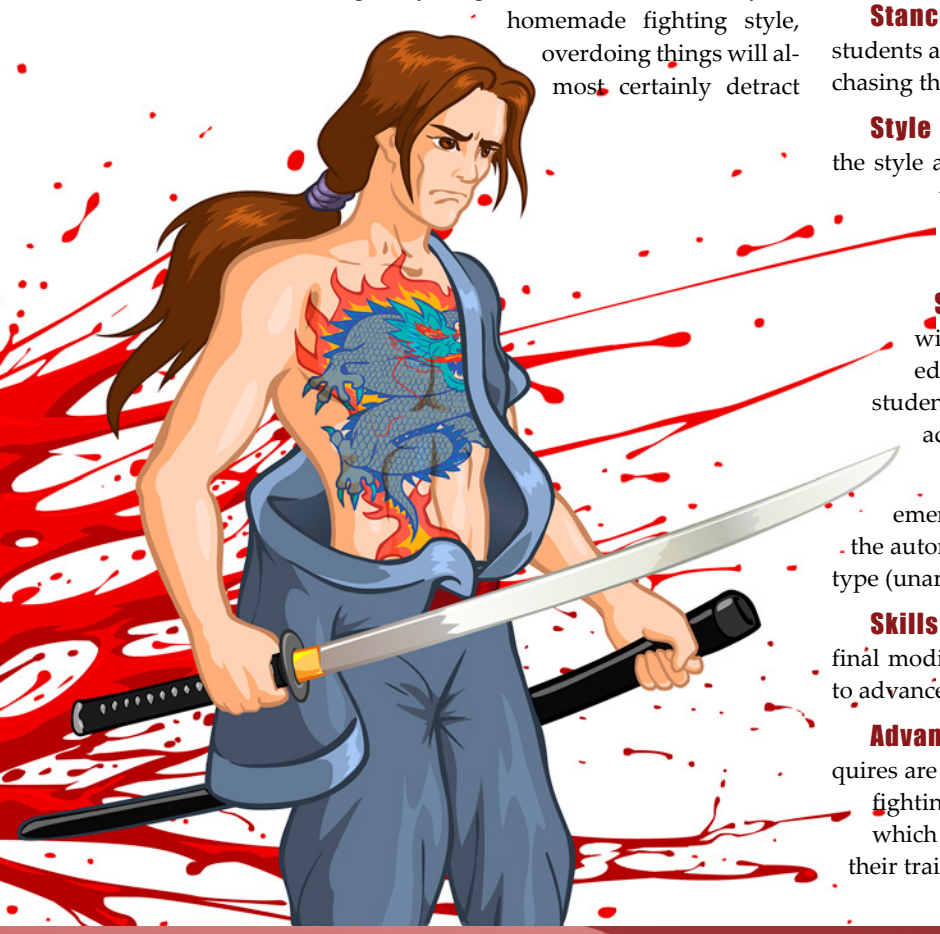
Once you know the direction you want to take with the fighting style's design, start selecting appropriate skills, basic combat maneuvers, advantages, and stances. Your stances should suit the attack maneuvers and advantages. Opting for the kicker stance for a fighting style with no or few kicks or related advantages just doesn't make sense, for instance, although grappler or pugilist might. There is a wide variety of stances, so select between four and eight (not forgetting all may access the Neutral stance) for most fighting styles.

Now that you've laid your new fighting style's foundation, finish it off with the weapon elements, advanced combat maneuvers, and style extras and flaws you feel are appropriate. Adding a full arsenal of advantages can get ex-

pensive pretty quick, as can the maneuvers. Although it is tempting to bulk up on both—thus providing your creation with an incredible variety of options with which to kick butt—you'll need to reign in temptation. If you don't, you'll likely put mastery out of reach. Also, resist the urge to overcompensate by using too many fighting style flaws to keep the overall cost down.

Applying fighting style flaws while building a new fighting style should be used sparingly and only where intrinsic to the concept and/or fighting style's function. Just because your style doesn't use any kicks doesn't mean you need to add Clumsy Attacks (Kicks), for instance. It's possible that, while not including kicks, your techniques and stances don't hinder such improvised attacks either, and thus it shouldn't be added as a style flaw. Once you've settled on these final aspects, give everything the once over to see that your design makes sense, suits your original concept, and arrives at a cost you can live with.

Because all fighting styles are realistically not created equal, and because the point-buy nature of the **Super-Powered by M&M** game system enforces its own sense of equilibrium, you need not worry about game balance. After all, if a character goes through the effort to master a fighting style that is so incredibly off the wall that its cost goes through the roof, the game will compensate by making the character suffer in other ways. Still, aside from the game mechanic repercussions of stuffing everything but the kitchen sink into your homemade fighting style, overdoing things will almost certainly detract from the fun. This occurs by making the other, more realistic styles seem incredibly drab by comparison. So, while it's interesting (and encouraged) to go a little wild when designing your new fighting styles, don't go too crazy. If you do, you'll end up working contrary to your intention of making something fun.



In the end, keep in mind the process of making game mechanics for a fighting style is an attempt to codify something that is highly dynamic and challenging to express in the rigid terms necessitated by a game rule system. As such, aim for capturing the style's "feel" and attitude rather than nailing down every single technical aspect. So long as your newly designed fig hting style covers the bases and is different enough to stand out from the crowd while remaining fun, it is tough to go wrong.

Understanding Fighting Styles

Type: This indicates if the style is an unarmed or weapon style (pg 126). If a weapon style, the fighting style's automatic weapon element will be listed. Otherwise, an unarmed style's automatic weapon element is unarmed.

Stances: A list of the fighting style stances available to students and masters of the style. They are acquired by purchasing the (Style) Stances advantage.

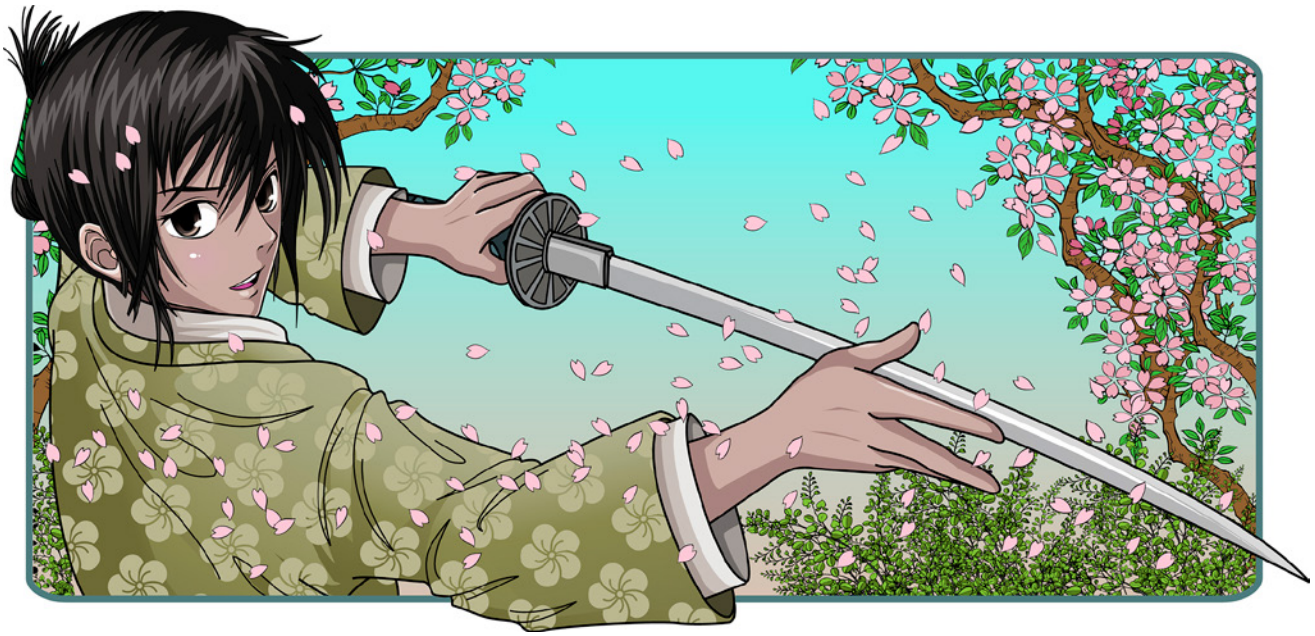
Style Extras: Any fighting style extras associated with the style are indicated here. All style extras listed must be taken before one may be considered a student of the fighting style, as per the (Style) Student advantage.

Style Flaws: Any fighting style flaws associated with the style are indicated here. All style flaws listed must be taken before one may be considered a student of the fighting style, as per the (Style) Student advantage.

Weapon Elements: Any additional weapon elements usable with the fighting style (pg 126) beyond the automatic weapon element granted to each style by its type (unarmed versus weapon).

Skills: Any skills the style teaches, and the ranks (not final modifier) that must eventually be purchased for each to advance in one's training.

Advantages: Any advantages studying the style requires are provided here. This list does not account for each fighting style's Initiate, Student, and Master advantages, which are always assumed if one wants to advance in their training.



Basic Maneuvers: The style's available basic combat maneuvers are listed here.

Advanced Maneuvers: The style's available advanced combat maneuvers are listed here. The indicated ranks are the minimum that must be purchased before a practitioner may select the appropriate (Style) Master advantage.

Because each fighting style is necessarily allocated a small amount of space, it is up to the player to take a careful look at everything the style contains. From this relatively limited information, they can hopefully grasp what a style is good at, where its weaknesses lie, and how best to improve on it. If you don't familiarize yourself with your fighting style's characteristics, you'll get bogged down trying to figure out how and when to utilize the details during gameplay. To learn what your chosen fighting style is capable of, look everything over carefully.

Consider what the advantages do—in what situations are they most useful and how do they complement each other?

How can the advantages work together towards more useful results?

Which weapon elements are ideal for use with which basic maneuvers?

Which basic maneuvers are best suited for a given enemy or circumstance?

How does each combat maneuver leave you vulnerable—when should you avoid this maneuver or that maneuver?

When can you risk using a combat maneuver despite the disadvantage it encumbers you with?

When is ideal to use an advanced maneuver and in what situations are you best served by keeping things simple by sticking to your basic maneuvers (or even just the rudimentary, generic "unarmed" attack)?

You'll be well-served by running through some hypothetical scenarios in your head as you scan the fighting styles. Doing so will help crystallize what works best when and why. Without a clear vision of how the various elements that combine to form your selected fighting style interact with each other, you'll end up wasting time. You will also likely miss out on some clever applications of advantage and combat maneuver combinations that would have otherwise resulted in some impressive and fun gameplay.

Traditional Styles

The following fighting styles are based on real-world fighting arts.

Adithada

40+ points

Originating in southern India and once suppressed by the British Raj, adithada (meaning "hitting" and "to block") resembles Muay Thai kickboxing mixed with karate. This style makes more extensive use of grappling and unorthodox strikes, preferring closed- rather than open-hand techniques. Indeed, some speculate that Muay Thai and other forms of kickboxing evolved from this older fighting art. This style is often referred to as Indian kickboxing.

Type: Unarmed

Stances: Grappler, Guarded, Kicker, Neutral, Offensive, Pugilist

Style Extras (3 pts): Attack Focus 3 (Headbutt, Jab, Select One Combat Maneuver)

Style Flaws (–3 pts): Clumsy Attacks (Throws), Demanding 2 (7 hours, –2)

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Adithada 4

Advantages (20 pts): Adithada Stances, All-Out Attack, Attack Specialist 2 (Select Two Combat Maneuvers), Counterstrike, Empowered Critical 2 (Headbutt, Select One Attack including Headbutt again if Desired), Fast Grab, Finish Them, Follow-Up Strike, Hard Defense, Improved Disabling (Select One Combat Maneuver), Just a Scratch, Power Attack, Pummel 2 (Headbutt, Select One Combat Maneuver), Quick Strike (Headbutt), Soft Defense, Take the Hit, Up In Your Face

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Flying Attack (Basic Kick) (2 pts), Haymaker (3 pts), Headbutt (pts varies), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts)

Advanced Maneuvers (6 pts): Awesome Strike 6 (Headbutt) (1 pt), Awesome Strike 6 (Punch) (1 pt), Nerve Strike 3 (4 pts)

AIKIDO

56 points

Aikido (sometimes translated as "the Way of Harmonious Spirit") is a Japanese martial art developed by Sensei Morihei Uyeshiba in the 1920s and 30s. It is the epitome of a "soft" fighting style, strongly focusing on "flowing" with an attack. It teaches using the attacker's momentum and strength against them, controlling them without intending to do harm. Aikido emphasizes throws and evading attacks, along with a few holds for "guiding" an attacker to the ground.

Type: Unarmed

Stances: Avoiding, Blocking, Disarming, Grappler, Grounded, Guarded, Neutral

Style Extras (2 pts): Attack Focus (Grab), Defensive

Style Flaws (–3 pts): Demanding (7 hours, –1), Impractical 2

Weapon Elements (3 pts): Knife, Staff, Wooden Sword

Skills (6 pts): Close Combat: Aikido 6, Sleight of Hand 6

Advantages (32 pts): Active Disarm, Aggressive Escape (Select One Basic Maneuver), Aikido Stances, Anticipation, Damaging Escape, Defensive Attack, Defensive Feint, Defensive Throw, Escapist, Evasion, Fast Grab, Grabbing Finesse, Grabbing Parry, Grappling Knee, Hard Grab, Improved Grab, Improved Hold, Improved Joint Lock, Improved Reversal, Improved Throw *, Improved Trip, Inviting Defense, Joint Lock, Martial Balance, Martial Defense, Moment of Weakness 3 * (Defense, Disarm, Grab), Reversal, Unbalancing Strike, Uncanny Dodge, Weapon Bind

Basic Maneuvers (11 pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Knife Hand (1 pt), Push/Shove (3 pts), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (5 pts): Calm Defense 2 (2 pts), Pillar of the Earth 4 (1 pt), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

AN CH'I

56+ points

Thought to be related to (if not actually the precursor of) ninjutsu, this secretive fighting style focuses on stealth, adaptation, and throwing weapons. Practitioners will usually hide weapons all about their person, and are also able to use just about anything around them as a weapon.

Training in use and application of poison is also common, but not man-



datory. Include Expertise: Poisons 4 and the Poisoner advantage (see **Better Mousetrap 3e**) in such cases.

Type: Weapon (Select a Thrown Weapon)

Stances: Avoiding, Firing, Low, Neutral, Misleading, Throwing, Wary

Style Extras (3 pts): Attack Focus 3 (Impromptu Ranged Attack, Select Two Thrown Weapons)

Style Flaws (–5 pts): Demanding 3 (14 hours, –2), Weapon Dependent

Weapon Elements (4+ pts): Dagger/Knife, Polearm, Sword, Unarmed. Additional throw weapons are common.

Skills (11 pts): Acrobatics 4, Deception 3, Expertise: Survival (AWE) 2, Ranged Combat: An Ch'i 5, Sleight of Hand 4, Stealth 4

Advantages (26 pts): Accurate Attack, Ambush, An Ch'i Stances, Attack Mastery (Same as Attack Specialist), Attack Specialist (Select a Thrown Weapon), Bob and Weave, Close-Quarters Battle (Select a Thrown Weapon), Escapist, Evasion, Iaijutsu (Select a Thrown Weapon), Improved Aim, Improved Concealment, Improved Disabling (Select a Thrown Weapon), Improvised Weapon, Improvised Weapon Element, Monkey Climber, Precise Attack 2 (Ranged, Cover; Ranged, Concealment), Quick Draw, Ranged Attack 2, Sneak Attack *, Throwing Mastery 4

Basic Maneuvers (0 pts): Basic Thrown Attack (0 pts)

Advanced Maneuvers (17 pts): Bank Shot 3 (4 pts), Combat Concealment (3 pts), Eagle Eye Aim 6 (Ranged) (3 pts), Flurry 3 (An Ch'i Ranged Attacks) (4 pts), Nerve Strike 2 (An Chi' Ranged Attacks) (3 pts)

* See **Better Mousetrap 3e**

ANGAMPORA

72+ points

A Sri Lankan fighting style once pursued by ancient nobles and warriors, the study of "body combat" begins with physical training to improve stamina, strength, and speed. Once ready to further learn this exclusive martial art, an initiate is taught the rapid, cat-like footwork and fluid leaps and jumps the style is known for. Several weapons are taught and used in angampora. The velayudaya (pg 265), which is usually wielded with one in each hand, is reserved for masters who can employ them with little risk of cutting themselves.

Type: Unarmed

Stances: Avoiding, Bobbing, Fluid, Grappler, Misleading, Neutral, Reactive

Style Extras (5 pts): Attack Focus 3 (Velayudaya, Urumi, Whip), Mobile 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (6 pts): Velayudaya/Whip, Chakram, Dagger/Knife, Small Shield, Sword (including the Urumi), Staff

Skills (12 pts): Acrobatics 6, Athletics 5, Close Combat: Angampora 5, Expertise: Dancing (AGI/INT) 4, Expertise: Survival (AWE) 4

Advantages (21 pts): Acrobatic Fighter, Agile Feint, Angampora Stances, Bob and Weave, Daze (Deception), Defensive Roll, Distracting Attack, Fast Grab, Improved Grab, Improved Hold, Improved Joint Lock, Improved Readiness (Grab), Improved Reversal, Instant Up, Joint Lock, Martial Defense, Parkour, Reversal, Specialization * (Athletics, jumping), Takedown, Trance

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Butterfly Kick (pts varies), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Basic Kick) (2 pts), Jab (pts varies), Lunge (1 pt), Throw (3 pts)

Advanced Maneuvers (22 pts): Eagle Eye Aim 4 (2 pts), Flurry 3 (Angampora Close Attacks) (4 pts), Flurry 2 (Dual Wielding Melee Weapons) (3 pts), Nerve Strike 2 (3 pts), Nimble Dodge 4 (3 pts), Soft Landing 4 (2 pts), Whirlwind Block 3 (5 pts)

* See **Better Mousetrap 3e**

BA FA QUAN

62+ points

"Eight Methods," as this hybrid fighting style is also known, was devised during the end of China's last ruling dynasty. The eight methods are an outer trap, inner trap and stab, flick, support, shake, chop, and reel, each of which is a foundation of the practitioner's movements and techniques. These eight methods have been further clarified as punching, grasping, intercepting, kicking, leaning, dodging, and vibrating. Additionally, there are the eight kinds of force: pushing, drilling, enfolding, screwing, chopping, raising, breaking, and warding.

Ba fa quan may be practiced on foot or mounted on horseback.

Type: Unarmed

Stances: Avoiding, Blocking, Grappler, Guarded, Kicker, Neutral, Pugilist

Style Extras (1 pt): Esoteric

Style Flaws (–1 pt): Demanding (7 hours, –1),

Weapon Elements (2 pts): Spear, Sword

Skills (8 pts): Acrobatics 4, Ranged Combat: Ba Fa Quan 6, Expertise: Riding (AGI) 4, Sleight of Hand 2

Advantages (17 pts): Active Disarm, Aggressive Escape

(Select One Combat Maneuver), Ba Fa Quan Stances, Cunning Fighter, Dedicated Defense, Defensive Attack, Defensive Roll, Escapist, Grab Breaker (Push/Shove), Hard Throw, Improved Throw *, Improved Trip, Martial Defense, Offensive Defense, Redirect, Set-Up, Sweeping Strike

Basic Maneuvers (25+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (10 pts): Pillar of the Earth 4 (1 pt), Quaking Strike 4 (2 pts), Soft Landing 4 (2 pts), Whirlwind Block 3 (5 pts)

* See **Better Mousetrap 3e**

BAGUAZHANG

65+ points

This is an "internal" Chinese martial art that was likely formally derived from a number of others in the 19th century. It has since developed into several styles that are popular with some Eastern law enforcement agencies, along with bodyguards in general. Baguazhang (meaning "eight trigram palm", and also known as "Pakua" or "Pa Kua Chang") uses circular, flowing movement and maneuver patterns. Indeed, a practitioner will walk a circle around a central point, usually their opponent, as they fight. They will twist and turn upon that circle's edge as they perform their maneuvers and changes direction, especially with regards to hand positioning.

This fighting style teaches practitioners to eliminate one's opponent quickly by utilizing mobility, agility, and positioning with strikes, joint locks, and disabling attacks. The style is designed to counter multiple opponents simultaneously. Open hand techniques are preferred, and relaxation is intrinsic to baguazhang's teachings, a heritage rooted in its fundamental relationship with the Taoist bagua. Training methods and technique execution may differ, resulting in several different styles of the overall art, although all emphasize the use of an open hand and palm.

Type: Unarmed

Stances: Avoiding, Extended, Fluid, Grounded, Low, Misleading, Neutral, Wary, Weapon

Style Extras (2 pts): Attack Focus (Joint Locks), Mobile

Style Flaws (–3 pts): Clumsy Attack (Close Hand Strikes), Demanding 2 (7 hours, –2)

Weapon Elements (1 pt): Any, although knife, hook sword, spear, staff, and sword (especially the bagua saber) are most common. Select one initially.

Skills (8 pts): Close Combat: Baguazhang 6, Expertise: Theology & Philosophy (AWE/INT) 4, Insight 6

Advantages (23 pts): Aggressive Escape (Select One Combat Maneuver), Baguazhang Stances, Bob and Weave, Defensive Attack, Empowered Critical (Grab Damage), Flowing Form, Grab Breaker (Select One Hand-Based Combat Maneuver), Grabbing Parry, Improved Disabling (Grab Damage), Improved Grab, Improved Hold, Interpose, Knockout (Select One Hand-Based Combat Maneuver), Martial Defense, Move-By Action, Power Attack, Redirect, Reversal, Set-Up, Specialization * (Expertise: Theology & Philosophy, Taoism), Stylistic Teamwork, Takedown, Unbalancing Strike

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (25 pts): Calm Defense 6 (6 pts), Chi Sense (1 pt), Chi Strike 2 (4 pts), Empty Mind 2 (8 pts), Nimble Dodge 4 (use Close Combat: Baguazhang instead of Acrobatics) (3 pts), Pillar of the Earth 4 (1 pt), Sense Aggression (2 pts)

* See **Better Mousetrap 3e**

BAJI QUAN

46+ points

This fighting style, also known as "the eight extremes fist" and "Kai Men Ba Ji Quan," prefers its opponents up close. From such proximity, the practitioner can pummel opponents with fast and hard hand and elbow strikes. Utilizing techniques that force the opponent's arms open, attacks are then primarily made against the hips, torso, and upper body. They emphasize the combination of offense with defense. It is a very efficient style where no movement is wasted or without direct purpose.

Baji quan was once known as "rake fist" because of the hands' downward, rake-like positioning between strikes. It is also known as "the Bodyguard Style" because it was taught to imperial bodyguards and the like.

Type: Unarmed

Stances: Blocking, Guarded, Finishing, Guarded, Neutral, Offensive, Power

Style Extras (2 pts): Attack Focus 2 (Elbow Strike, Exploding Strike)

Style Flaws (–4 pts): Clumsy Attack (Kicks), Demanding 2 (7 hours, –2), No Nonsense

Weapon Elements (3 pts): Spear, Staff, Sword

Skills (6 pts): Close Combat: Baji Quan 5, Expertise: Tactics 2, Intimidation 3, Insight 2

Advantages (23 pts): Aggressive Escape (Elbow Strike), All-Out Attack, Attack Mastery 2 (Elbow Strike, Exploding Strike), Attack Specialist 2 (Elbow Strike, Exploding Strike), Baji Quan Stances, Dauntless (Elbow Strike),

Defensive Strike, Empowered Critical 2 (Elbow Strike, Exploding Strike), Finish Them, Follow-Up Strike, Hard Defense, Improved Critical (Elbow Strike), Improved Disabling (Elbow Strike), Improved Grab, Knockout (Elbow Strike), Martial Defense, Offensive Defense, Power Attack, Pummel (Elbow Strike), Superior Disabling (Elbow Strike)

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Throw (3 pts)

Advanced Maneuvers (7 pts): Awesome Strike 9 (Elbow Strike) (2 pts), Chi Focus 4 (Strength; Fades, Close Combat: Baji Quan Check Required) (1 pt), Focused Strike 3 (Elbow Strike) (4 pts)

Bak Mei

55+ points

"White Eyebrow Kung Fu" is named after its originator, the Taoist monk Bak Mei, who legend has betrayed the Shaolin temple. Usually passed down through families, this is not a sporting style and uses both internal and external methods. Extremely rapid and aggressive in its attacks (especially close-quarters hand and knuckle strikes), bak mei is also soft and flexible in its defensive techniques. It utilizes both physical mastery and chi in its techniques.

Type: Unarmed

Stances: Blocking, Disruptive, Guarded, Low, Neutral, Offensive, Pugilist, Weapon

Style Extras (2 pts): Aggressive, Attack Focus (Exploding Strike)

Style Flaws (–4 pts): Clumsy Attack (Grab), Demanding 3 (14 hours, –2)

Skills (2 pts): Close Combat: Bak Mei 4

Weapon Elements (1 pt): Whip

Advantages (17 pts): All-Out Attack, Bak Mei Stances, Defensive Roll, Defensive Strike, Empowered Critical (Exploding Strike), Attack Specialist (Exploding Strike), Improved Critical (Exploding Strike), Improved Defense, Instant Up, Martial Balance, Martial Defense, Power Attack, Prone Fighting, Quick Strike, Soft Defense, Sweeping Strike, Up In Your Face

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Exploding Strike (1 pt), Jab (pts varies), Sweep (2 pts)

Advanced Maneuvers (22 pts): Chi Sense (1 pt), Chi Strike 4 (8 pts), Eagle Eye Aim 4 (2 pts), Flurry 2 (Bak Mei Close Attacks) (3 pts), Lightning Strike (3 pts), Whirlwind Block 3 (5 pts)



Bak Fu Pai

48+ points

Believing in the advantage of slowly improving physical fitness to allow for constant training without harm, "White Tiger Kung Fu" is a versatile fighting style. It focuses on throws, grapples, and accurate, agile strikes. Derived from the Shaolin forms, athletic and cardiovascular elements are both important to this style, mixing internal and external martial philosophies (with an emphasis on the former). Bak fu pai favors hand strikes over kicks, and emphasis upon footwork likewise tends to be minimal.

Type: Unarmed

Stances: Disarming, Grappler, Neutral, Offensive, Pugilist, Reactive

Style Extras (2 pts): Attack Focus 2 (Grab, Punch)

Style Flaws (–4 pts): Clumsy Attack (Kicks), Demanding 3 (14 hours, –2)

Weapon Elements (5 pts): Kwan Dao, Spear, Sword, Three-Section-Staff, Whip (Metal)

Skills (4 pts): Athletics 2, Close Combat: Bak Fu Pai 5, Expertise: Theology & Philosophy (AWE/INT) 1

Advantages (26 pts): Aggressive Escape (Select One Combat Maneuver), Attack Specialist (Select Grapple *or* Punch), Bak Fu Pai Stances, Chokehold, Counterstrike 2, Damaging Escape, Dauntless (Select One Combat Maneuver), Defensive Throw, Empowered Critical 2 (Select

Two Combat Maneuvers), Fast Grab, First Strike, Great Endurance, Hard Throw, Improved Readiness (Select One Combat Maneuver), Improved Throw *, Improved Trip, Instant Up, Martial Balance, Martial Defense, Offensive Defense, Quick Strike, Quick Throw, Trance, Warrior's Trance

Basic Maneuvers (7+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Jab (pts varies), Lunge (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (8 pts): Chi Sense (1 pt), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Iron Shirt 4 (2 pts)

* See **Better Mousetrap 3e**

BANDO

66+ points

This is a Burmese fighting art popular with various militaries (including the Gurkhas) for its no-nonsense effectiveness. This fighting style's close ties to the Buddhist temples have resulted in its extensive utilization of open-hand and animal form techniques. Also known as "Thaing," bando may be interpreted to mean "a way of discipline," "systems of defense," or "the art of fighting/combat."

Most bando techniques involve first withdrawing from the opponent and then striking from beyond their reach. Training first means learning the basic stances and footwork before moving on to defense, with offense being the final stage. Preferred targets on an opponent start low on the body with the legs, moving up the body to the head. Attack methodology is based on the principle of using speed and continuous attacks to quickly render the enemy inactive (dead or not) by using the hands, head, elbow, knee, shins, and feet.

Type: Unarmed

Stances: Avoiding, Blocking, Grappler, Guarded, Neutral, Power, Weapon

Style Extras (1 pt): Attack Focus (Select One Basic Maneuver)

Style Flaws (–5 pts): Demanding 3 (14 hours, –2), No Nonsense 2

Weapon Elements (5 pts): Baton, Dagger/Knife, Spear, Staff, Whip

Skills (8 pts): Close Combat: Bando 4, Deception 2, Expertise: Tactics 3, Expertise: Theology & Philosophy (AWE/INT) 3, Insight 4

Advantages (26 pts): All-Out Attack, Bando Stances, Cheap Shot, Chokehold, Crushing Hold, Defensive Roll, Defensive Strike, Defensive Throw, Fast Grab, Finish Them, Grabbing Parry, Improved Critical (Select One Combat Maneuver), Improved Disabling (Select One Combat Maneuver), Improved Joint Lock, Improved Smash, Improved Throw *, Improved Tricking, Inviting Defense, Joint Lock, Martial Defense, Offensive Defense, Power Attack, Quick Strike, Shattering Blow (Select One Combat Maneuver), Specialization * (Athletics, jumping), Up In Your Face

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Escape (2 pts), Jab (pts varies), Headbutt (pts varies), Knee Strike (2 pts), Side Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (17 pts): Bear's Grapple 4 (2 pts), Bull's Surge 6 (5 pts), Lightning Strike (3 pts), Nerve Strike 2 (3 pts), Strong Throw 4 (4 pts)

* See **Better Mousetrap 3e**

BANSHAY

61+ points

Banshay is a Burmese martial art centered around weapon use, although lethality is not necessarily the style's purpose. Indeed, a practitioner will only bare their sword (or otherwise use the deadly aspect of their weapon) when necessary, meaning most sword fights take place with the blade still in its sheath. Training instead focuses on mental and physical improvement, emphasizing disarming over seeking to harm one's opponent.

Type: Weapon (Select One of Spear, Staff, *or* Sword)

Stances: Avoiding, Blocking, Disarming, Guarded, High, Low, Neutral, Weapon

Style Extras (2 pts): Attack Focus (Selected Weapon), Esoteric

Style Flaws (–4 pts): Demanding 2 (7 hours, –2), Weapon Dependent

Weapon Elements (2 pts): Spear, Staff, Sword (the two not already selected)

Skills (9 pts): Close Combat: Banshay 2, Close Combat: Selected Weapon 6, Deception 6, Insight 4

Advantages (20 pts): Accurate Attack, Active Disarm, Assessment, Attack Specialist (Select One Weapon), Banshay Stances, Benefit (Ambidextrous), Dauntless 2 (Select Two Combat Maneuvers), Guard Weapon, Improved Critical (Selected Weapon), Improved Disarm, Improved Entangle Weapon, Inviting Defense, Kata (Banshay), Martial Balance, Multi-Entangle, Offensive Defense, Quick Draw, Superior Entangle Weapon, Weapon Bind

Basic Maneuvers (13 pts): Basic Weapon Attacks (0 pts), Flying Attack (Lunge) (2 pts), Flying Attack (Roundhouse Punch) (2 pts), Lunge (1 pt), Push/Shove (3 pts), Roundhouse Punch (3 pts), Sweep (2 pts)

Advanced Maneuvers (19+ pts): Flurry 2 (Banshay Close Attacks) (3 pts), Riposte 3 (9+ pts), Showboating 4 (2 pts), Whirlwind Block 3 (5 pts)

Bartitsu

45+ points

Developed by Edward William Barton-Wright in 1898 after returning from a stint in Japan, the "gentlemanly art of self-defense" draws from a number of fighting arts of both the East and West. Thanks to an incorrect reference in a Sherlock Holmes story by Sir Arthur Conan Doyle, this fighting style is sometimes also called "baritsu."

Designed as a way for British gentlemen to defend themselves on the "mean streets," bartitsu had almost died out in its creator's lifetime. However, it is recently experiencing a revival out of a sense of historical nostalgia for the eclectic martial art, and out of a desire to update it to these modern days of "street thuggery." Modern practitioners have even taken up using walking sticks as a matter of pride and for use in combat, should the need arise.

Type: Unarmed

Stances: Blocking, Disarming, Grappler, Guarded, Low, Neutral, Pugilist, Weapon

Style Extras (1 pt): Attack Focus (Cane/Stick)

Style Flaws (–2 pts): Impractical 2

Weapon Elements (1 pt): Cane/Stick

Skills (1 pt): Close Combat: Bartitsu 2

Advantages (14 pts): Bartitsu Stances, Counterstrike, Dauntless (Select One Combat Maneuver), Defensive Attack, Defensive Feint, Defensive Strike, Follow-Up Strike, Improved Grab, Inviting Defense, Knockout (Select One Combat Maneuver), Martial Defense, Quick Strike, Offensive Defense, Superior Entangle Weapon

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (20+ pts): Back to the Wall 3 (3 pts), Raiment Snare 4 (8 pts), Riposte 3 (9+ pts)

Bataireacht

39+ points

This is a common, umbrella term for Ireland's various stick-fighting styles. The fighting stick used is often referred to as a "shillelagh," although "cudgel" is more prevalent amongst other ethnicities. Bataireacht's origin is likely found in the need to covertly teach Irish warriors how to perform forbidden sword fighting techniques. However, it has since expanded into a martial style in its own right and was often used by Irish gangs and street factions.

Today, bataireacht is seeing a revival as a means to preserve Irish traditions and culture. Most styles use one hand upon the stick, although some utilize both.

Type: Weapon (Club/Stick)

Stances: Blocking, Guarded, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Club/Stick)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (1 pt): Staff

Skills (4 pts): Close Combat: Bataireacht 2, Deception 2, Intimidation 2, Insight 2

Advantages (20 pts): All-Out Attack, Attack Mastery (Club), Attack Specialist (Club), Bataireacht Stances, Cheap Shot 2, Counterstrike, Cunning Fighter, Defensive Attack, First Strike, Improved Disarm, Improved Smash, Offensive Defense, Power Attack, Improved Readiness (Jab), Knockout 2(Ear Shot, Select One Attack), Pummel 2 (Ear Shot, Select One Attack), Unbalancing Strike

Basic Maneuvers (5+ pts): Basic Club Attacks (0 pts), Ear Shot (pts varies), Exploding Strike (1 pt), Hammer Blow (1 pt), Haymaker (3 pts), Jab (pts varies)

Advanced Maneuvers (10 pts): Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts)

Bersilat

63+ points

Bersilat is a general term meaning "to do fighting" while referring to several similar Malaysian styles closely related to Pentjak Silat. Each form consists of two schools: one for actual combat and one for display and entertainment. Devoted practitioners usually perform as frequently as twice daily, although many of these graceful styles are solely passed down within a single community or even family. Much focus is placed upon footwork (but not to be taken as meaning just kicks), although hand strikes, grappling, and throws are also used.

Type: Unarmed

Stances: Avoiding, Disruptive, Fluid, Guarded, High, Low, Neutral, Weapon

Style Extras (6 pts): Attack (Unarmed Finger Strike), Esoteric 3, Mobile 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (3 pts): Dagger/Knife, Staff, Sword

Skills (10 pts): Acrobatics 4, Close Combat: Bersilat 4, Expertise: Dancing (AGI/INT) 5, Expertise: Martial Showman 5, Expertise: Survival (AWE) 2

Advantages (26 pts): Agile Feint, Acrobatic Fighter, Bersilat Stances, Bob and Weave, Deceptive Stance, Dedicated Defense, Defensive Throw, Daze (Select Skill), Distracting Attack, Fast Grab, Favored Conditions (Jumping), Flowing Form, Grabbing Parry, Improved Critical 2 (Unarmed Finger Strike), Improved Disabling (Unarmed

Finger Strike), Improved Joint Lock, Instant Up, Joint Lock, Martial Defense, Parkour, Skill Mastery 4 (Acrobatics, Expertise: Dancing, Expertise: Martial Showman, Expertise: Survival), Specialization * (Athletics, jumping)

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Butterfly Kick (pts varies), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Basic Kick) (2 pts), Jump Kick (2 pts), Lunge (1 pt), Throw (3 pts)

Advanced Maneuvers (10 pts): Catfall (2 pts), Nimble Dodge 4 (3 pts), Showboating 4 (2 pts), Soft Landing 4 (2 pts), Walk the Sky 2 (1 pt)

* See **Better Mousetrap 3e**

Boabom

54+ points

Mixing self-defense with relaxation and meditation exercises and techniques, this Tibetan style's primary goal has always been one of improving mental and physical health rather than anything combative. Movements are learned with increasing complexity, with each new chain of techniques designed to raise awareness of oneself and improve vitality. This approach forms and develops self-confidence and security through a lack of contact during training, as such contact is believed to create fear.

Type: Unarmed

Stances: Disruptive, Fluid, Grounded, Kicker, Low, Neutral, Reactive, Wary

Style Extras (3 pts): Esoteric 2, Spiritual

Style Flaws (–4 pts): Demanding 2, Impractical 2

Weapon Elements (2 pts): Staff, Tonfa

Skills (5 pts): Close Combat: Boabom 4, Expertise: Biology 3, Expertise: Theology & Philosophy (AWE/INT) 3

Advantages (17 pts): Active Disarm, Anticipation, Boabom Stances, Deceptive Stance, Defensive Attack, Defensive Feint, Defensive Throw, Escapist, Flowing Form, Healing Trance, Improved Defense, Improved Grab, Improved Tricking, Martial Balance, Martial Defense, Specialization * (Expertise: Biology, Anatomy), Trance

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Lunge (1 pt), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

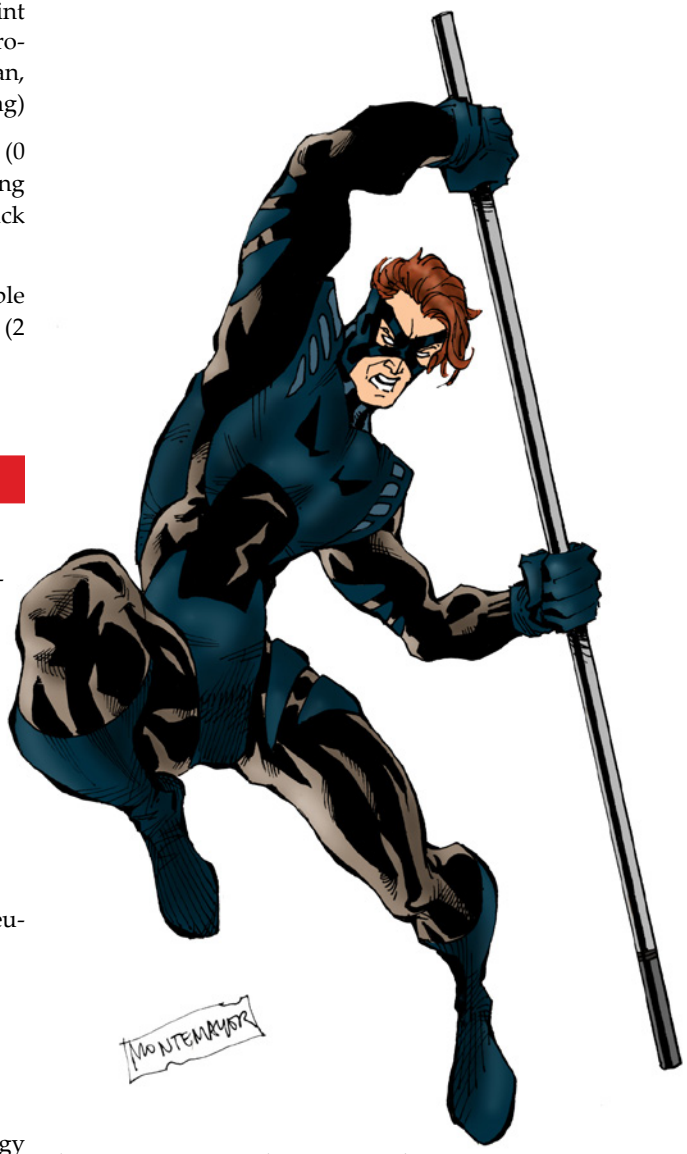
Advanced Maneuvers (19 pts): Calm Defense 6 (6 pts), Chi Sense (1 pt), Empty Mind 3 (12 pts)

* See **Better Mousetrap 3e**

Bojutsu/Jojutsu

41+ points

"Staff technique" is, as the name suggests, the Japanese art of fighting with a long (two-handed) staff. Jojutsu is similar in many ways but uses a short staff roughly the size of a walking stick that may be wielded with one or two hands, as the situation demands. Both are designed to combat armed and unarmed opponents alike.



Substituted bojutsu as is, or with minor variations, to represent most staff or stick combat styles not mentioned elsewhere in this work.

Type: Weapon (Staff)

Stances: Blocking, Grounded, Guarded, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Staff)

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Bojutsu /Jojutsu 4

Advantages (14 pts): Accurate Attack, All-Out Attack, Bojutsu/Jojutsu Stances, Counterstrike, Defensive Attack, Grab Breaker (Select One Combat Maneuver), Attack

Specialist (Staff), Improved Disarm, Improved Exchange (Select an Appropriate Advantage), Improved Trip, Martial Balance, Multi-Entangle, Offensive Defense, Superior Entangle Weapon

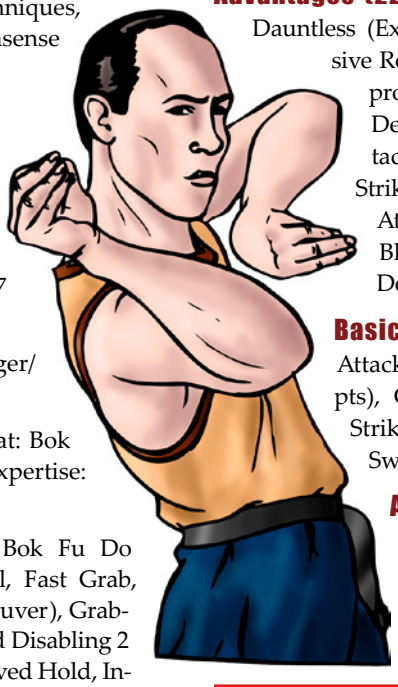
Basic Maneuvers (7+ pts): Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (20+ pts): Nerve Strike 2 (3 pts), Riposte 2 (6+ pts), Whirlwind Block 6 (11 pts)

BOK FU DO

52+ points

"The System/Way of the White Tiger" is a modern "east-west" fighting style developed from key elements of many other arts, including jujutsu, taekwondo, Shaolin kung fu, and karate. Although primarily used as a competitive martial art, it is intended to be utilized in real combat. It incorporates many attack and defense techniques, making bok fu do a well-rounded, no-nonsense fighting style.



Type: Unarmed

Stances: Disarming, Guarded, Neutral, Offensive, Power, Reactive

Style Extras (0 pts): None

Style Flaws (–5 pts): Demanding 2 (7 hours, –2), No Nonsense 3

Weapon Elements (4 pts): Chain, Dagger/Knife, Staff, Sword

Skills (5 pts): Acrobatics 2, Close Combat: Bok Fu Do 4, Expertise: Martial Arts 2, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (19 pts): All-Out Attack, Bok Fu Do Stances, Cheap Shot 2, Defensive Roll, Fast Grab, Grab Breaker (Select One Combat Maneuver), Grabbing Parry, Improved Disarm, Improved Disabling 2 (Select Two Combat Maneuvers), Improved Hold, Instant Up, Knockout (Select One Kick), Offensive Defense, Quick Strike, Quick Throw, Reversal, Takedown

Basic Maneuvers (13+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Eye Gouge (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (16 pts): Focused Strike 4 (Select One Hand Attack) (5 pts), Focused Strike 4 (Select One Kick) (5 pts), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts)

BOK PAI

67+ points

"White Crane Kung Fu" is based on actual crane movements, although it also utilizes motions intended to resemble those of an ape. The combination of ape and crane inspiration results in the style's awkward stances and sweeping, circular techniques that can be somewhat misleading to opponents. Bok pai teaches patience, preferring to allow one's opponent to make the first move rather than aggressively moving forward to meet a foe on the latter's terms.

Type: Unarmed

Stances: Blocking, Crane, High, Kicker, Misleading, Neutral, Reactive

Style Extras (2 pts): Esoteric 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (0 pts): None

Skills (6 pts): Close Combat: Bok Pai 6, Expertise: Theology & Philosophy (AWE/INT) 2, Sleight of Hand 4

Advantages (22 pts): Bok Pai Stances, Defensive Attack, Dauntless (Exploding Strike), Deceptive Stance, Defensive Roll, Defensive Strike, Defensive Throw, Improved Critical (Exploding Strike), Improved Defense, Improved Exchange 2 (Defensive Attack), Instant Up, Living Weapon (Exploding Strike), Martial Balance, Martial Defense, Power Attack, Preferred Stance (Crane), Shattering Blow (Select One Combat Maneuver), Soft Defense, Steadfast 2, Sweeping Strike

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Claw Strike (4 pts), Crescent Kick (Outward) (4 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (25+ pts): Awesome Strike 6 (Exploding Strike) (1 pt), Focused Strike 3 (Exploding Strike) (4 pts), Retaliation Strike 2 (7+ pts), Soft Landing 4 (2 pts), Whirlwind Block 6 (11 pts)

BOKATOR

48+ points

Also known as "Khmer Boxing," this ancient Cambodian fighting style combines close-up, low combat techniques, with weapons to devastating effect. It utilizes animal forms and is intended for lethal purposes rather than competition by making deadly use of the elbows, feet, shins, and knees in thousands of techniques. Most attacks that other fighting styles employ the hands for, such as a jab or hook, are instead performed with the elbow by yuthkhun (bokator fighters). Yuthkhun are trained to fight from just about any position, including while sitting or even prone.

Type: Unarmed

Stances: Grounded, Guarded, Low, Neutral, Offensive, Power, Prone

Style Extras (6 pts): Aggressive, Attack Focus 2 (Elbow Strike, Select One Combat Maneuver), Esoteric 2, Mobile

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (2 pts): Sword, Staff/Stick

Skills (4 pts): Close Combat: Bokator 8

Advantages (24 pts): Aggressive Escape (Select One Combat Maneuver), All-Out Attack, Bokator Stances, Chokehold, Counterstrike, Dauntless (Elbow Strike), Defensive Roll, Empowered Critical 2 (Elbow Strike, Select One Combat Maneuver), Hard Grab, Improved Critical 2 (Elbow Strike, Select One Combat Maneuver), Improved Grab, Improved Prone Fighting, Instant Up, Knockout (Elbow Strike), Offensive Defense, Power Attack, Preferred Stance (Select Low Or Prone), Prone Fighting, Pummel 2 (Elbow Strike, Select One Combat Maneuver), Superior Disabling (Claw Strike), Up In Your Face

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Clothesline (pts varies), Elbow Strike (pts varies), Exploding Strike (1 pt), Headbutt (pts varies), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Lunge (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (5 pts): Awesome Strike 6 (Elbow Strike) (1 pt), Awesome Strike 6 (Unarmed Shin Kick) (1 pt), Nerve Strike 2 (3 pts)

Boxing, Ancient

43+ points

Practiced by the ancient Greeks, Sumerians, Egyptians, and others, bare-fisted boxing has a long history of competition, including the early Olympic Games. Also known as pugilism, this sport had no weight classes, did not allow clinching, and there were no time limits or rounds. Combats usually extended until one of the competitors surrendered or was knocked out (or even killed by accident or on purpose in gladiator matches).

Type: Unarmed

Stances: Blocking, Finishing, Misleading, Neutral, Offensive, Power, Pugilist

Style Extras (0 pts): None

Style Flaws (–3 pts): Clumsy Attacks 2 (Grabs, Kicks), Predictable

Weapon Elements (1 pt): Cestus

Skills (4 pts): Close Combat: Ancient Boxing 3, Deception 3, Insight 2

Advantages (23 pts): Action Surge, All-Out Attack, Ancient Boxing Stances, Cheap Shot, Close Attack, Counterstrike, Dauntless (Select One Combat Maneuver), Deceptive Attack (Select One Combat Maneuver), Defensive Attack, Empowered Critical (Select One Combat Maneuver), Finish Them, Hard Defense, Improved Disabling (Select One Combat Maneuver), Improved Exchange 2 (Power Attack), Improved Tricking, Just a Scratch, Martial Defense, Not So Helpless, Power Attack, Pummel (Select One Combat Maneuver), Takedown, Unbalancing Strike

Basic Maneuvers (4+ pts): Basic Unarmed Attacks (0 pts), Hammer Blow (1 pt), Haymaker (3 pts), Jab (pts varies), Rabbit Punch (pts varies)

Advanced Maneuvers (14+ pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Riposte 2 (6+ pts)



Boxing, Modern

38+ points

Called "the sweet science" by some, modern boxing is a fairly brutal and direct fighting style involving powerful punches and evasive footwork. Most strikes are usually delivered close in with an opponent. Strategy and deception are employed to get an opponent to lower their guard to make them vulnerable to a devastating attack.

Type: Unarmed

Stances: Avoiding, Blocking, Guarded, Neutral, Power, Pugilist

Style Extras (0 pts): None

Style Flaws (–4 pts): Clumsy Attacks 2 (Grabs, Kicks), Demanding (7 hours, –1), Predictable

Weapon Elements (0 pts): None

Skills (4 pts): Close Combat: Modern Boxing 1, Deception 4, Insight 3

Advantages (22 pts): Active Disarm, Added Critical (Select One Combat Maneuver; Affliction [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), All-Out Attack, Bob and Weave, Close Attack, Defensive Attack, Defensive Feint, Defensive Roll 2, Defensive Strike, Empowered Critical (Select One Combat Maneuver), Follow-Up Strike, Improved Defense, Knockout (Select One Combat Maneuver), Modern Boxing Stances, Power Attack, Pummel (Select One Combat Maneuver), Quick Strike, Soft Defense, Take the Hit, Takedown, Up In Your Face

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Haymaker (3 pts), Hook (1 pt), Jab (pts varies), Roundhouse Punch (3 pts), Uppercut (5 pts)

Advanced Maneuvers (4+ pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Riposte 1 (3+ pts)

Bujinkan Budo Taijutsu

82+ points

Combining nine ancient warrior traditions, this Japanese-based martial art is considered by many to be a contemporary form of ninjutsu and is derived from several other styles of similar natures. Although proposing to maintain the ninja traditions and ideals at heart, the style has been modified to a modern world despite having no competitive aspects. Its methods and techniques are considered too dangerous (by purpose and application) for sport.

Type: Unarmed

Stances: Disruptive, Fluid, Low, Neutral, Power, Reactive, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (8 pts): Bow, Chain, Dagger/Knife, Polearms, Shuriken, Spear, Staff, Sword

Skills (12 pts): Acrobatics 4, Athletics 3, Close Combat: Bujinkan Budo Taijutsu 5, Expertise: Biology 3, Expertise: Tactics 2, Sleight of Hand 3, Stealth 4

Advantages (21 pts): Accurate Attack, Ambush, Bujinkan Budo Taijutsu Stances, Chokehold, Deceptive Attack (Select One Combat Maneuver), Hard Defense, Improved Critical (Select One Combat Maneuver), Improved Disabling (Jab), Improved Escape, Improved Grab, Improved Joint Lock, Improved Throw *, Improvised Weapon Element, Joint Lock, Lie in Wait, Martial Defense, Sneak Attack *, Specialization * (Expertise: Biology, Anatomy), Superior Disabling (Jab), Throwing Mastery, Up In Your Face

Basic Maneuvers (13+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Elbow Strike (pts varies), Headbutt (pts varies), Jab (pts varies), Knife Hand (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (30 pts): Dim Mak 4 (17 pts), Eagle Eye Aim 2 (1 pt), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Nerve Strike 2 (3 pts), Sleeper's Touch 2 (2 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

Capoeira

67+ points

The national martial art of Brazil, capoeira originated with ritual dancing among African slaves. When these slaves rebelled, they developed an unarmed fighting style and disguised it as folk dancing.

Capoeira involves many handstand moves, allowing practitioners to fight with their hands bound or chained. This style is usually practiced to music, muck like a dance form. As such, it is an incredibly showy fighting style often used during competitive "games" that allow the participants to show off their acrobatic skills.

The fighting style emphasizes skill over the intent to do harm, making evasion key. Although some variations make use of throws, punches, and slaps, capoeira's primary means of attack is the kick. Sweeping trips and takedowns are also prevalent.

Type: Unarmed

Stances: Avoiding, Bobbing, Fluid, Kicker, Low, Misleading, Neutral, Prone

Style Extras (2 pts): Mobile 2

Style Flaws (–3 pts): Clumsy Attacks (Hand Attacks), Demanding 2 (7 hours, –2)

Weapon Elements (0+ pts): None, although some forms teach the use of knives/ daggers and sticks

Skills (15 pts): Acrobatics 7, Close Combat: Capoeira 5, Deception 4, Expertise: Dancing (AGI/INT) 4, Expertise: Martial Showman 6, Insight 4

Advantages (29 pts): Agile Feint, Acrobatic Defense, Acrobatic Fighter, Bob and Weave, Capoeira Stances, Dauntless 2 (Select Two Kick Attacks), Deceptive Attack (Select One Kick Attack), Deceptive Stance, Defensive Attack, Defensive Strike, Defensive Roll, Daze (Deception), Escapist, Fast Grab, Flowing Form, Improved Escape, Improved Grab, Improved Prone Fighting, Improved Readiness (Select One Kick Attack), Improved Throw *, Improved Tricking, Improved Trip, Martial Balance, Power Attack, Prone Fighting, Steadfast, Sweeping Strike, Takedown

Basic Maneuvers (17+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Escape (2 pts), Headbutt (pts varies), Roundhouse Kick (pts varies), Scissor Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (7 pts): Nimble Dodge 4 (3 pts), Showboating 4 (2 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

CHANG QUAN

58+ points

"Long Fist Kung Fu" is an external fighting style from Northern China. It emphasizes techniques that extend the body, indicating its preference for taking the offensive. Amongst its techniques are wide, extended, and circular movements, including leaps, acrobatics (flips, airborne somersaults, etc.), whirling/spinning, and so on.

Type: Unarmed

Stances: Blocking, Extended, Kicker, Low, Neutral, Offensive, Weapon

Style Extras (3 pts): Aggressive, Mobile 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (4 pts): Kwan Dao, Spear, Staff, Sword (especially the hook sword)

Skills (9 pts): Acrobatics 6, Athletics 4, Close Combat: Chang Quan 6, Expertise: Martial Showman 2

Advantages (21 pts): Agile Feint, Acrobatic Defense 2, Acrobatic Fighter, Chang Quan Stances, Damaging Escape, Favored Conditions (Acrobatics), First Strike, Flowing Form, Hard Throw, Improved Grab, Improved Joint Lock, Instant Up, Joint Lock, Kata (Chang Quan), Martial Defense, Offensive Defense, Redirect, Specialization * (Athletics, jumping), Stylistic Teamwork, Takedown

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Butterfly Kick (pts varies), Dual Punch (2 pts), Elbow Strike (pts varies), Flying Attack (Jump Kick) (2 pts), Jump Kick (2 pts), Lunge (1 pt), Sweep (2 pts), Tornado Kick (2 pts)

Advanced Maneuvers (12 pts): Catfall (2 pts), Lightning Strike (3 pts), Showboating 4 (2 pts), Skydragon Attack 3 (2 pts), Soft Landing 4 (2 pts), Walk the Sky 2 (1 pt). Merry-Go-Round Kick is a common addition in more fanciful settings.

* See **Better Mousetrap 3e**

CHIN NA

61+ points

With a focus on using grappling and pressure points to manipulate and immobilize one's opponent, this art literally means "technique of catching and locking." Ancient in origins and exceedingly demanding to learn, many chin na techniques have been incorporated into other fighting styles as a sub-set of the latter rather than as a style unto itself. This leaves pure chin na less diverse and far more focused in application and purpose than most other fighting styles.

Because chin na's attacks strike at vulnerable joints and tendons, they may frequently result in long-term or even permanent damage.

Type: Unarmed

Stances: Extended, Grappler, Neutral, Offensive

Style Extras (3 pts): Aggressive, Attack Focus 2 (Grab, Unarmed Finger Attack)

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding 3 (14 hours, –2)

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Chin Na 4

Advantages (37 pts): Chin Na Stances, Chokehold, Devastating Hold, Empowered Critical 2 (Unarmed Finger Attack), Fast Grab, Grabbing Parry, Hard Grab, Improved Critical (Grab), Improved Critical 2 (Unarmed Finger Attack), Improved Disabling (Claw Strike), Improved Disabling 3 (Grab), Improved Disabling 4 (Unarmed Finger Attack), Improved Disarm, Improved Grab, Improved Hold, Improved Joint Lock, Joint Lock, Living Weapon 2 (Claw Strike, Unarmed Finger Attack), Martial Balance, Martial Defense, Soft Defense, Superior Disabling (Claw Strike), Superior Disabling 3 (Grab), Superior Disabling 4 (Unarmed Finger Attack)

Basic Maneuvers (4 pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts)

Advanced Maneuvers (19+ pts): Blinding Strike 3 (3 pts), Eagle Eye Aim 4 (2 pts), Nerve Strike 5 (6 pts), Stone Touch 4 (4 pts), Withering Blow 4 (4 pts). Many practitioners also learn Dim Mak 3(13 pts) as an option that does not require Benefit (Grandmaster) to obtain.



CHITO-RYU

50+ points

This martial art was founded in the mid-1940s by a descendant of the bodyguard to Okinawa's royal family. Chito-ryu karate (meaning "1,000-year-old empty hand style") combines its creator's knowledge of anatomy (having studied medicine) and karate into an offense-oriented style. Chito-ryu employs many twisting techniques and movements that chord and contract the muscles with the intention of building strength and delivering more power within one's attacks.

Type: Unarmed

Stances: Blocking, Guarded, Kicker, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (5 pts): Nunchaku, Sai, Staff, Sword, Tonfa

Skills (4 pts): Close Combat: Chito-Ryu 6, Expertise: Biology 2

Advantages (20 pts): All-Out Attack, Chito-Ryu Stances, Close Attack 2, Dauntless 2 (Select Two Combat Maneuvers), Dirty Attack, Improved Disabling 3 (Select One Combat Maneuver at 3 Ranks or Three Combat Maneuvers at 1 Rank Each), Improved Exchange 2 (All-Out Attack), Instant Up, Kata (Chito-Ryu), Knockout (Select One Combat Maneuver), Martial Balance, Martial Defense, Offensive Defense, Power Attack, Specialization * (Expertise: Biology, anatomy)

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Outward) (4 pts), Elbow Strike (pts varies), Jab (pts varies), Knife Hand (1 pt), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts), Snap Kick (1 pt)

Advanced Maneuvers (12 pts): Eagle Eye Aim 6 (Expertise: Biology [Anatomy] Check Required) (2 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts)

* See **Better Mousetrap 3e**

CHOI LE FUT

59+ points

Devised in the early 19th-century, choi le fut kung fu uses long, circular movements, coupled with twisting the body to mimic the crane, dragon, leopard, snake, and tiger methods of the original Shaolin styles that inspired it. A popular and aggressive style, choi le fut uses wide, high stances to attain better mobility and achieve the whip-like attacks it is known for.

Type: Unarmed

Stances: Avoiding, Blocking, High, Kicker, Neutral, Offensive, Throwing, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (4+ pts): Polearm, Staff, Sword, Whip, among others common to kung fu.

Skills (4 pts): Acrobatics 3, Close Combat: Choi Le Fut 5

Advantages (21 pts): Aggressive Escape (Select One Combat Maneuver), All-Out Attack, Choi Le Fut Stances, Counterstrike 2, Dauntless (Hammer Blow), Deceptive Stance, Follow-Up Strike, Hard Defense, Improved Critical (Hammer Blow), Improved Trip, Improvised Weapon, Knockout (Hammer Blow), Martial Defense, Offensive Defense, Power Attack, Pummel (Hammer Blow), Quick Strike, Sweeping Strike, Takedown, Specialization * (Athletics, jumping)

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Hammer Blow (1 pt), Knife Hand (1 pt), Lunge (1 pt), Roundhouse Punch (3 pts), Snap Kick (1 pt), Sweep (2 pts), Uppercut (5 pts)

Advanced Maneuvers (16 pts): Flurry 2 (Choi Le Fut Close Attacks) (3 pts), Iron Shirt 4 (2 pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**

CHOW GAR

60+ points

"Southern Praying Mantis Kung Fu" emphasizes aggressive, close-range strikes, and grabs that are both sudden and powerful, like those of the style's namesake. Techniques tend to be either circular or straight and jarring in nature, typically combining a seizing maneuver with a strike.

Chow gar is derived from teachings learned from the Shaolin of Southern China and is deeply rooted in Buddhism.

Type: Unarmed

Stances: Blocking, Grappler, Grounded, Neutral, Offensive, Power, Reactive

Style Extras (1 pt): Spiritual

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (4 pts): Sai, Spear, Sword, Trident

Skills (7 pts): Close Combat: Chow Gar 6, Intimidation 2, Expertise: Theology & Philosophy (AWE/INT) 4, Sleight of Hand 2

Advantages (24 pts): All-Out Attack, Chow Gar Stances, Dauntless (Grab), Daze (Intimidation), Fast Grab, Grab-

bing Parry, Hard Defense, Hard Throw, Improved Critical 2 (Exploding Strike), Improved Critical 2 (Select One Combat Maneuver), Improved Disabling 2 (Exploding Strike), Improved Grab, Improved Joint Lock, Improved Throw *, Joint Lock, Martial Balance, Martial Defense, Power Attack, Quick Strike, Specialization * (Expertise: Theology & Philosophy, Buddhism), Startle

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Basic Kick) (2 pts), Hammer Blow (1 pt), Hook (1 pt), Side Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (16 pts): Eagle Eye Aim 2 (1 pt), Flurry 3 (Chow Gar Close Attacks) (4 pts), Focused Strike 2 (Exploding Strike) (3 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Lightning Strike (3 pts)

* See **Better Mousetrap 3e**

CHOY GAR

50+ points

Known for its quick strikes and rapid foot movements, choy gar is one of Southern China's principal kung fu styles. Due to a focus on self-defense and self–preservation, low stances are most common, thus reducing the areas of the body exposed to attack from an opponent while providing improved stability. Strikes are short and contained, like those of a snake, making it ideal for use in China's crowded sprawls. Indeed, training includes how to fight while literally backed against a wall.

Type: Unarmed

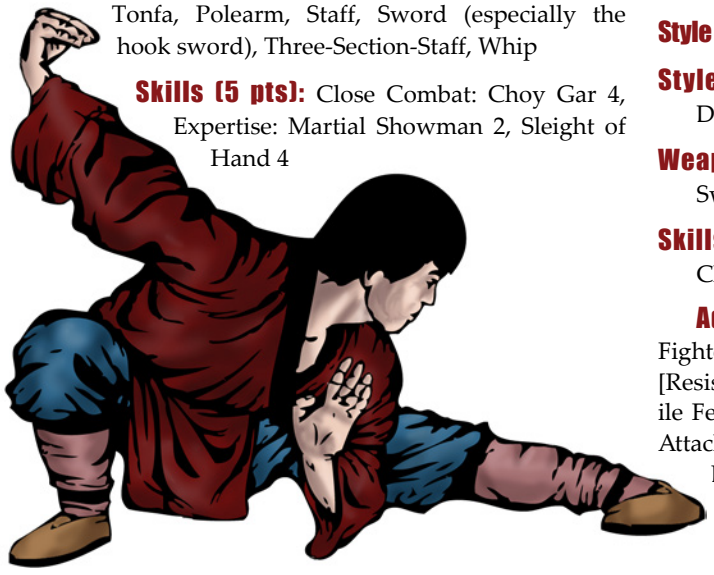
Stances: Blocking, Grounded, Kicker, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Defensive

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (8 pts): Axe, Chain Weapons, Club/Tonfa, Polearm, Staff, Sword (especially the hook sword), Three-Section-Staff, Whip

Skills (5 pts): Close Combat: Choy Gar 4, Expertise: Martial Showman 2, Sleight of Hand 4



Advantages (16 pts): Active Disarm, Choy Gar Stances, Defensive Attack, Defensive Strike, Grabbing Parry, Hard Grab, Improved Defense, Improved Grab, Improved Readiness (Select One Combat Maneuver), Instant Up, Inviting Defense, Martial Balance, Martial Defense, Preferred Stance (Low), Takedown, Up In Your Face

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (16+ pts): Back to the Wall 4 (4 pts), Combat Concealment (3 pts), Riposte 3 (9+ pts)

CHUO JIAO

60+ points

"Penetrating/Poking Foot Boxing" is an ancient fighting style from Northern China. The fighting style operates around eighteen essential foot movements that were then incorporated into a series of more elaborate footwork techniques originally devised by calculating them upon an abacus.

Each subtle foot movement is intended to be misleading and preparation for delivering short, powerful kicks. This requires constant exercising of the leg muscles, including climbing and leaping with weights attached. Chuo jiao, an acrobatic fighting style, is unusual in so far as it doesn't include hand strikes or grappling, but teaches the use of handheld weapons to those who have mastered the kicks and footwork.

Chuo jiao is often studied along with its complimentary style, fanzi quan (pg 189), becoming known as Wen Wu ("Martial-Scholar") when combined.

Type: Unarmed

Stances: Avoiding, Grounded, Kicker, Neutral, Offensive, Power, Weapon

Style Extras (3 pts): Attack Focus 3 (Select Three Kick Attacks)

Style Flaws (–5 pts): Clumsy Attacks 3 (Hand Attacks), Demanding 2 (7 hours, –2)

Weapon Elements (3 pts): Short Blunt Weapons, Spear, Sword (especially the hook sword)

Skills (9 pts): Acrobatics 6, Athletics 6, Close Combat: Chuo Jiao 6

Advantages (29 pts): Accurate Attack, Acrobatic Fighter, Added Critical (Select One Kick Attack; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated), Agile Feint, All-Out Attack, Attack Specialist (Select One Kick Attack), Cheap Shot, Chuo Jiao Stances, Cunning Fighter, Deceptive Stance, Empowered Critical 4 (Select Two Kick Attacks at 2 Ranks Each), Improved Critical 4 (Divide Ranks Amongst Kick Attacks as Desired), Im-

proved Tricking, Instant Up, Power Attack, Preferred Stance (Kicker), Pummel (Select One Combat Maneuver), Quick Strike, Superior Disabling 4 (Select Two Kick Attacks at 2 Ranks Each), Specialization * (Athletics, jumping)

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Exploding Strike (Foot) (1 pt), Flying Attack (Side Kick) (2 pts), Jump Kick (2 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (12 pts): Awesome Strike 9 (Select One Kick Attack) (2 pts), Awesome Strike 6 (Select One Kick Attack) (1 pt), Focused Strike 4 (Select One Kick Attack) (5 pts), Walk the Sky 2 (1 pt), Wallop 2 (Chuo Jiao Kick Attacks) (3 pts)

* See **Better Mousetrap 3e**

COMBAT HOPAK

45+ points

Based on the traditional Ukrainian dance, hopak (also known as gopak or "Cossack Dancing"), this fighting art was revived in the 1980s as a way to return to the nation's cultural roots. Based on the martial dance Cossacks would perform as part of their training and exercise, practitioners learn leaping kicks, powerful punches, and acrobatic weapon techniques. To underscore its cultural significance and make combat hopak more appealing to the Ukrainian youth, mental and physical improvement is also a major part of learning this eclectic fighting style.



Type: Unarmed

Stances: Disarming, Guarded, Misleading, Neutral, Offensive, Pugilist, Weapon

Style Extras (3 pts): Attack Focus (Select One Weapon Element), Esoteric 2

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (3 pts): Dagger/Knife, Staff, Sword

Skills (9+ pts): Acrobatics 2, Athletics 2, Close Combat: Combat Hopak 4, Expertise: Dancing (AGI/INT) 6, Expertise: Martial Showman 4; traditionalists will also learn at least Expertise: Riding (AGI) 4

Advantages (19 pts): Acrobatic Fighter, Action Surge, All-Out Attack, Bob and Weave, Combat Hopak Stances, Cunning Fighter, Dancing Combat, Deceptive Attack (Select One Combat Maneuver), Deceptive Stance, Dedicated Defense, Guard Weapon, Improved Tricking, Instant Up, Offensive Defense, Power Attack, Specialization * (Athletics, jumping), Teamwork, Unbalancing Strike, Weapon Bind

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Haymaker (3 pts), Hook (1 pt), Jab (pts varies), Rabbit Punch (pts varies), Scissor Kick (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (7 pts): Flurry 2 (Combat Hopak Close Attacks) (3 pts), Nimble Dodge 4 (Replace Acrobatics with Expertise: Dancing) (3 pts), Walk the Sky 2 (1 pt)

* See **Better Mousetrap 3e**

COMMANDO/SPECOPS

48+ points

Taught in one form or another by militaries the world over, this is an amalgamation of combat maneuvers from a variety of traditional fighting styles. Unlike the martial arts you'll find taught for the purpose of imparting discipline, athleticism, and competition, this fighting style is entirely practical. It focuses on taking down (and, in most cases, killing) one's opponent as quickly and efficiently as possible.

Type: Unarmed

Stances: Finishing, Firing, Neutral, Offensive, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–2 pts): No Nonsense 2

Weapon Elements (2 pts): Dagger/Knife, Pistol

Skills (4 pts): Close Combat: Commando 4, Insight 2, Stealth 2

Advantages (25 pts): Action Surge, Aggressive Escape (Select One Combat Maneuver), Ambush, Anticipation, Benefit (Ambidextrous), Cheap Shot, Chokehold, Commando Stances, Finesse Attack (Basic Knife Attack), Finish Them, First Strike, Grabbing Finesse, Hard Grab, Improved Critical (Select One Combat Maneuver), Improved Disabling 2 (Select One Combat Maneuver), Improved Grab, Lie in Wait, Martial Defense, Neck Breaker, Quick Draw, Quick Strike, Sneak Attack *, Up In Your Face, Weapon Bind

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Eye Gouge (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Rabbit Punch (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (8 pts): Deep Cut 6 (Basic Knife Attack) (4 pts), Eagle Eye Aim 4 (2 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

Daito-Ryu Aiki-Jujutsu

61 points

This Japanese fighting style claims (without confirmation) to have a history stretching back roughly nine hundred years. "Great Eastern School" emphasizes spiritual development and proper conduct, testing both character and mental fortitude. Furthermore, legend states the style's founder, a samurai, would dissect opponents killed in battle to better understand their anatomy to further his combat skills.

Daito-ryu is a form of jujutsu, and so there is a focus upon throws and using joint locks to manipulate one's opponents towards the goal of quickly Neutralizing the latter. This fighting style also uses sweeping arm movements to improve a strike's power, delivering open hand blows at unusual angles. Doing so is intended to deceive the target while also using knowledge of joint vulnerabilities and nerves to best effect.

Most techniques follow the principles of "aiki," which may be easily summarized as using the strength of one's opponent to your advantage and to establish a harmony of sorts. You must push when you are pulled and pull when you are pushed, for instance.

Type: Unarmed

Stances: Avoiding, Grappler, Grounded, Neutral, Prone, Throwing

Style Extras (3 pts): Esoteric 2, Spiritual

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

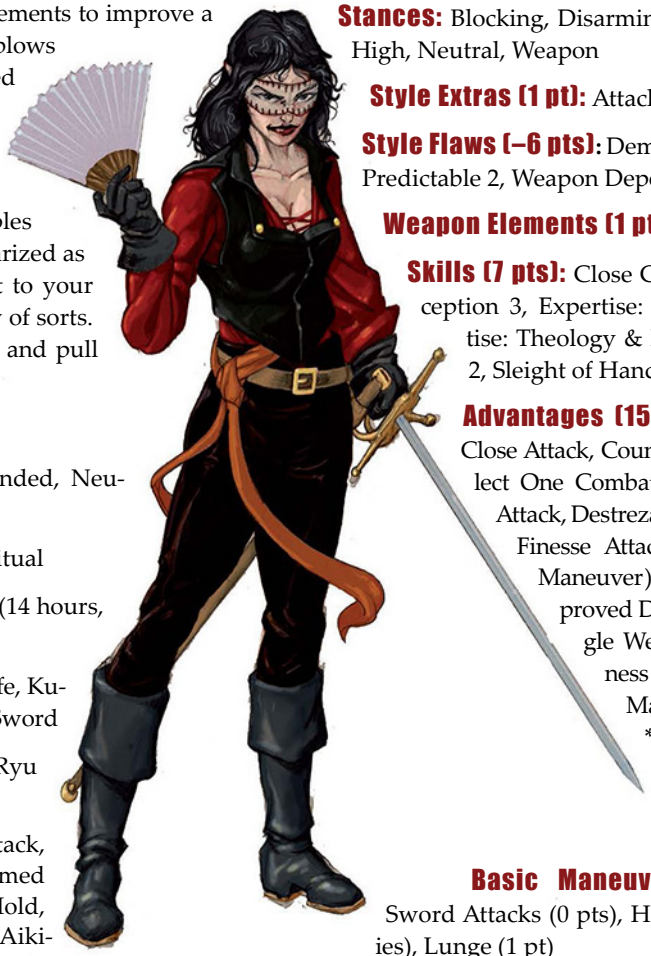
Weapon Elements (6 pts): Dagger/Knife, Kusari-Gama, Naginata, Spear, Staff, Sword

Skills (4 pts): Close Combat: Daito-Ryu Aiki-Jujutsu 6, Expertise: Tactics 2

Advantages (30 pts): Accurate Attack, Active Disarm, All-Out Attack, Armed Grab, Chokehold, Crushing Hold, Damaging Escape, Daito-Ryu Aiki-Jujutsu Stances, Deceptive Stance, Defensive Throw, Devastating Hold, Distracting Attack, Escapist, Fast Grab, Grabbing Parry, Grappling Knee, Hard Grab, Improved Grab, Improved Hold, Improved Joint Lock, Improved Tricking, Instant Up, Joint Lock, Martial Balance, Martial Defense, Offensive Defense, Power Attack, Prone Fighting, Reversal, Weapon Bind

Basic Maneuvers (11 pts): Basic Unarmed Attacks (0 pts), Hammer Blow (1 pt), Hook (1 pt), Roundhouse Punch (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (10 pts): Bear's Grapple 2 (1 pt), Eagle Eye Aim 4 (2 pts), Nerve Strike 4 (5 pts), Soft Landing 4 (2 pts)



Destreza

48+ points

An extremely logic-oriented fencing style from Spain, destreza's discipline and forms are rooted in mathematics (especially geometry), philosophy, and reason. This has earned the fighting style the name "the True Skill" amongst its practitioners. Destreza's disciplines are highly formalized, using the blade's ten "degrees" to their fullest. It incorporates very specific circular footwork and maneuvering that takes place within an imaginary circle that helps the combatant define his movements.

Type: Weapon (Sword)

Stances: Blocking, Disarming, Extended, Guarded, High, Neutral, Weapon

Style Extras (1 pt): Attack Focus (Sword)

Style Flaws (–6 pts): Demanding 2 (14 hours, –1), Predictable 2, Weapon Dependent

Weapon Elements (1 pt): Dagger/Knife

Skills (7 pts): Close Combat: Destreza 4, Deception 3, Expertise: Mathematics 2, Expertise: Theology & Philosophy (AWE/INT) 2, Sleight of Hand 3

Advantages (15 pts): Accurate Attack, Close Attack, Counterstrike, Dauntless (Select One Combat Maneuver), Defensive Attack, Destreza Stances, Flowing Form, Finesse Attack (Select One Combat Maneuver), Guard Weapon, Improved Disarm, Improved Entangle Weapon, Improved Readiness (Select One Combat Maneuver), Specialization * (Expertise: Mathematics, geometry), Superior Entangle Weapon, Weapon Bind

Basic Maneuvers (2+ pts): Basic Sword Attacks (0 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt)

Advanced Maneuvers (28+ pts): Deep Cut 8 (Select One Combat Maneuver) (5 pts), Eagle Eye Aim 4 (2 pts), Empty Mind 1 (4 pts), Flurry 2 (Destreza Sword Attacks) (3 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Lightning Strike (3 pts), Riposte 2 (6+ pts)

* See **Better Mousetrap 3e**

Ditang Quan

74+ points

"Ground Tumbling Boxing" is a martial art that is approximately one-thousand years old. It involves both offen-

sive and defensive acrobatic feats, tumbling, controlled falls, and the like. The tumbles and falls are often used to mislead an opponent, luring them into a position of weakness. The paradoxical combination of low-to-the-ground and high-flying acrobatic movements makes this style unpredictable, but incredibly entertaining to behold.

Type: Unarmed

Stances: Grounded, Kicker, Low, Misleading, Neutral, Prone

Style Extras (6 pts): Attack Focus 3 (Select Three Kick Attacks), Esoteric, Mobile 2

Style Flaws (–5 pts): Clumsy Attack 2 (Grab), Demanding 3 (14 hours, –2)

Weapon Elements (3 pts): Spear, Staff, Sword (especially the hook sword)

Skills (11 pts): Acrobatics 8, Athletics 2, Close Combat: Ditang Quan 4, Deception 4, Expertise: Martial Showman 4

Advantages (21 pts): Agile Feint, Acrobatic Defense 2, Acrobatic Fighter 2, Attack Mastery (As Attack Specialist), Attack Specialist (Select One Kick Attack), Deceptive Stance, Defensive Feint, Ditang Quan Stances, Evasion, Favored Conditions (Jumping), Flowing Form, Attack Specialist (Select One Kick Attack), Improved Tricking, Instant Up, Move-By Action, Parkour, Prone Fighting, Specialization * (Athletics, jumping), Sweeping Strike

Basic Maneuvers (26+ pts): Basic Unarmed Attacks (0 pts), Butterfly Kick (pts varies), Crescent Kick (Inward) (8 pts), Elbow Strike (pts varies), Flying Attack (Butterfly Kick) (2 pts), Flying Attack (Jump Kick) (2 pts), Flying Attack (Roundhouse Kick, Full) (2 pts), Flying Attack (Tornado Kick) (2 pts), Hook (1 pt), Jump Kick (2 pts), Roundhouse Kick (Full) (3 pts), Sweep (2 pts), Tornado Kick (2 pts)

Advanced Maneuvers (12 pts): Catfall (2 pts), Lightning Strike (3 pts), Showboating 4 (2 pts), Soft Landing 4 (2 pts), Walk the Sky 4 (3 pts)

* See **Better Mousetrap 3e**

DUAN QUAN

52+ points

A northern style of kung fu, "Short-Style Boxing" (also known as Mianzhang Duanda or "Cotton Palm Short Strikes") combines contained, short-but-fast attacks with equally rapid and compact footwork. Fast changes and grounded, low movements are this combat-oriented style's hallmarks, with practitioners rarely leaving the ground. The legs and arms are typically kept at a readied, bent position, and techniques are extremely simplified to increase their speed. Regardless of the technique, the striking appendages and body move in unison, aiding in propelling the strike with speed and force.

Type: Unarmed

Stances: Grounded, Low, Neutral, Offensive, Reactive, Wary

Style Extras (2 pts): Attack Focus (Select Two Hand Attacks)

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding 3 (14 hours, –2)

Weapon Elements (3 pts): Spear, Staff, Sword

Skills (6 pts): Close Combat: Duan Quan 5, Deception 2, Insight 2, Sleight of Hand 3

Advantages (25 pts): Action Surge, All-Out Attack, Attack Specialist 2 (Select Two Hand Attacks), Bob and Weave, Combat Element 3 (Select Three Combat Maneuvers), Defensive Feint, Duan Quan Stances, Flowing Form, Grab Breaker (Exploding Strike), Great Endurance, Hard Defense, Improved Readiness (Select One Hand Attack), Improved Smash, Instant Up, Martial Defense, Power Attack, Prone Fighting, Preferred Stance (Low), Quick Strike, Shattering Blow (Select One Combat Maneuver), Steadfast, Takedown

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Exploding Strike (1 pt), Elbow Strike (pts varies), Hook (1 pt), Jab (pts varies), Push/Shove (3 pts), Side Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (11 pts): Awesome Strike 6 (Select One Hand Attack) (1 pt), Combo Finish 2 (6 pts), Flurry 3 (Duan Quan Hand Strikes) (4 pts)

Beefing Up Duan Quan Hand Speed

If you are using the Extra Attacks effect (pg 84) in your game, add a rank to Duan Quan as an advanced combat maneuver.

Speeding Strikes: Extra Attacks 1, Quick Combo (Select One Combat Maneuver), Limited to Hand Attacks • **5 points**

EL JUEGO DEL GARROTE

43+ points

"The Garrote Game" is a secretive, Venezuelan fighting style that is played as a competition within a defined circle, but also has practical uses in combat. The style is taught from one generation to the next, with practitioners typically being very guarded about their personal techniques so as to not alert opponents as to their methods and capabilities.

Type: Weapon (Garrote Stick)

Stances: Blocking, Guarded, Neutral, Offensive, Wary, Weapon

Style Extras (2 pts): Esoteric 2

Style Flaws (–1 pt): Demanding 1 (7 hours, –1)

Weapon Elements (3 pts): Dagger/Knife, Machete, Unarmed

Skills (8 pts): Close Combat: El Juego del Garrote 4, Deception 4, Insight 4, Intimidation 4

Advantages (15 pts): Accurate Attack, Active Disarm, Armed Grab, Cheap Shot, Counterstrike 2, Dauntless (Select One Combat Maneuver), Deceptive Stance, Defensive Attack, Defensive Feint, El Juego del Garrote Stances, Improved Critical (Garrote Stick), Improved Entangle Weapon, Weapon Bind, Weapon Break

Basic Maneuvers (3+ pts): Basic Garrote Attacks (0 pts), Clothesline (pts varies), Hammer Blow (1 pt), Hook (1 pt), Jab (pts varies), Lunge (1 pt)

Advanced Maneuvers (13 pts): Lightning Strike (3 pts), Spend 10 points as desired on appropriate maneuvers

ENSHIN KAIKAN

60+ points

A full contact form of competitive karate founded in the late 1980s, enshin kaikan focuses on using an opponent's own power against them and maneuvering to attack from a foe's blind spot. This is often achieved by allowing the opponent's own momentum to move them out of position. The style uses unfinished circular movements, indicating the importance of the journey rather than the destination. These movements incorporate hand and foot strikes along with grabs, sweeps, and throws to take an opponent down as quickly as possible. An opponent is then finished off with a blow to a vulnerable spot once rendered prone.

Type: Unarmed

Stances: Avoiding, Disruptive, Kicker, Misleading, Neutral, Offensive, Pugilist

Style Extras (1 pt): Esoteric

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (0 pts): None

Skills (8 pts): Close Combat Enshin Kaikan 6, Deception 6, Insight 4

Advantages (29 pts): Accurate Attack, All-Out Attack, Cheap Shot 2, Cunning Fighter, Defensive Throw, Dirty Attack, Empowered Critical 2 (Select Two Combat Maneuvers), Enshin Kaikan Stances, Finish Them, Hard Defense, Hard Throw, Improved Disabling 3 (Select One Combat Maneuver at 3 Ranks or Three Attacks at 1 Rank Each), Improved Exchange 2 (All-Out Attack), Improve Grab, Improved Throw *, Improved Tricking, Improved Trip, Move-By Action, Soft Defense, Superior Disabling 2 (Select One Combat Maneuver at 2 Ranks or Two Combat Maneuvers at 1 Rank Each), Takedown, Take the Hit, Unbalancing Strike

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Haymaker (3 pts), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (9pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Nerve Strike 3 (4 pts), Strong Throw 3 (3 pts)

* See **Better Mousetrap 3e**

ESCRIMA

62+ points

This Philippine stick fighting style (also known as Arnis de Máno and Kali) typically uses a pair of short batons but is also practiced with a sword, knife, or while unarmed. It focuses on deflecting or blocking attacks, along with delivering fast strikes to the body. It was intended to allow villagers to defend themselves against neighboring communities and invaders, although the particulars of its origins are lost in speculation.

Designed as a combat style rather than for competition or spirituality, escrima strips away much of the usual intricacies one expects of a martial arts style. It retains only simplified techniques that should not be mistaken for a lack of skill or discipline.

Type: Weapon (Baton)

Stances: Blocking, Disarming, Extended, Guarded, Low, Neutral, Offensive, Reactive, Weapon

Style Extras (3 pts): Aggressive, Esoteric 2

Style Flaws (–2 pts): Clumsy Attack (All Unarmed), Demanding (7 hours, –1)



Weapon Elements (3 pts): Dagger/Knife, Sword, Unarmed

Skills (4 pts): Close Combat: Escrima 4, Deception 4

Advantages (22 pts): Accurate Attack, Bob and Weave, Counterstrike, Dauntless (Hook), Defensive Feint, Escrima Stances, Finesse Attack (Knife Hand), Guard Weapon, Improved Disarm, Improved Entangle Weapon, Improved Hold, Improved Readiness (Select One Combat Maneuver), Inviting Defense, Martial Defense, Multi-Entangle, Power Attack, Quick Draw, Quick Strike, Superior Entangle Weapon, Sweeping Strike, Up In Your Face, Weapon Bind

Basic Maneuvers (12 pts): Basic Baton Attacks (0 pts), Hammer Blow (1 pt), Haymaker (3 pts), Hook (1 pt), Knife Hand (1 pt), Knee Strike (2 pts), Lunge (1 pt), Roundhouse Punch (3pts)

Advanced Maneuvers (20+ pts): Flurry 2 (Escrima Close Attacks) (3 pts), Riposte 4 (12+ pts), Whirlwind Block 3 (5 pts)

Espada y Daga

48+ points

This is a dual weapon Filipino style translated as "sword and dagger" that is often considered a companion to escrima. It is thought espada y daga was adapted from the fencing styles of conquering Spanish conquistadors by native sympathizers. Aside from making offensive strikes of opportunity, the dagger is used as the primary means of defense, although it is sometimes left sheathed to facilitate takedowns, grabbing, and hand strikes.

Type: Weapon (Sword)

Stances: Blocking, Disarming, Guarded, Low, Neutral, Offensive, Wary, Weapon

Style Extras (2 pts): Attack Focus 2 (Dagger/Knife, Sword)

Style Flaws (–2 pts): Clumsy Attacks (Unarmed), Demanding (7 hours, –1)

Weapon Elements (2 pts): Dagger/Knife, Unarmed

Skills (4 pts): Close Combat: Espaday Daga 3, Deception 2, Insight 3

Advantages (18 pts): Accurate Attack, Armed Grab, Benefit (Ambidextrous), Cheap Shot 2, Dauntless (Hook), Daze (Deception), Defensive Feint, Defensive Throw, Espaday Daga Stances, Guard Weapon, Hard Throw, Improved Grab, Improved Readiness (Select One Combat Maneuver), Move-By Action, Offensive Defense, Steadfast, Weapon Bind

Basic Maneuvers (7+ pts): Basic Sword Attacks (0 pts), Escape (2 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Throw (3 pts)

Advanced Maneuvers (17+ pts): Deep Cut 8 (Select One Combat Maneuver) (5 pts), Flurry 2 (Espaday Daga Dual-Wielding Weapons) (3 pts), Riposte 3 (9+ pts)

Fanzi Quan

48+ points

"Rotating Fist," also known as Bashanfan (eight-flash tumbles), uses both hard and soft, compact movements. Each action is delivered with lightning speed and strikes with the power of thunder in a continuous movement, with each technique seamlessly flowing into the next. Frequent use of acrobatic tumbling to move within striking distance and build momentum is common. Each strike is followed by a quick step either into the blow or away to retain balance and positioning.

Fanzi quan is often studied along with its complimentary style, chuo jiao (pg 184), becoming known as Wen Wu ("Martial-Scholar") when combined. Many other forms of Chinese martial arts have incorporated its various elements down through the centuries.

Type: Unarmed

Stances: Avoiding, Fluid, Grounded, Low, Neutral, Pugilist, Wary

Style Extras (3 pts): Mobile 3

Style Flaws (–4 pts): Clumsy Attacks (Grab), Demanding 3 (14 hours, –2)

Weapon Elements (0 pts): None

Skills (6 pts): Acrobatics 6, Close Combat: Fanzi Quan 4, Expertise: Martial Showman 2

Advantages (24 pts): Agile Feint, Acrobatic Defense, Acrobatic Fighter, All-Out Attack, Cheap Shot, Counterstrike 2, Dauntless (Select One Combat Maneuver), Defensive Strike, Defensive Roll, Fanzi Quan Stances, Favored Conditions (Acrobatics/Tumbling), Finish Them, First Strike, Flowing Form, Improved Smash, Instant Up, Knockout (Roundhouse Punch), Martial Defense, Move-By Action, Power Attack, Quick Strike, Redirect, Specialization * (Acrobatics, tumbling)

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Rabbit Punch (pts varies), Roundhouse Punch (3 pts)

Advanced Maneuvers (11 pts): Flurry 3 (Fanzi Quan Close Attacks, Acrobatics Check Required) (3 pts), Lightning Strike (3 pts), Nimble Dodge 6 (5 pts)

* See **Better Mousetrap 3e**

Beefing Up Fanzi Quan Hand Speed

If you are using the Extra Attacks effect (pg 84) in your game, add a rank to Fanzi Quan as an advanced combat maneuver.

Speeding Strikes: Extra Attacks 1, Quick Combo (Select One Combat Maneuver), Limited to Hand Attacks • **5 points**

FENCING

43+ points

"Fencing" is presented in this work to generally describe most western sword-fighting styles. Traditional fencing uses a slim, slight sword like a foil, but characters in **M&M** can fence with whatever sort of sword the Gamemaster approves. Fencing focuses on speed, with a combination of defensive blocks and offensive strikes and thrusts, along with feints to confuse and deceive one's opponent.



Type: Weapon (Sword)

Stances: Blocking, Disarming, Extended, Guarded, Low, Misleading, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Sword)

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (0 pts): None. Some styles of fencing may include the use of a shorter, off-hand weapon. In such instances adding Dagger/Knife as a Weapon Element and the Guard Weapon advantage may be appropriate.

Skills (4 pts): Close Combat: Fencing 1, Deception 4, Sleight of Hand 3

Advantages (19 pts): Accurate Attack, Active Disarm, Attack Mastery (Sword), Attack Specialist (Sword), Close Attack, Counterstrike, Defensive Attack, Fencing Stances, Finesse Attack (Select One Combat Maneuver), Improved Defense, Improved Disarm, Improved Initiative, Improved Tricking, Power Attack, Quick Strike, Reliable Attack * (Sword), Superior Entangle Weapon, Taunt, Weapon Bind

Basic Maneuvers (1+ pts): Basic Sword Attacks (0 pts), Jab (pts varies), Lunge (1 pt)

Advanced Maneuvers (21+ pts): Deep Cut 6 (Select One Combat Maneuver) (4 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Riposte 4 (12+ pts)

* See **Better Mousetrap 3e**

FONG NGAN

45+ points

"Phoenix Eye Kung Fu" is a southern style utilizing close-hand techniques revolving around the fore-knuckle fist. This entails bending the fingers in at the second knuckle, but keeping the base of the fingers straight out from the back of the hand. There are no formal, rigid stances—practitioners remain fluid within generalized postures with the intent of crowding an opponent and getting in close to deliver strikes.

Type: Unarmed

Stances: Finishing, Fluid, Neutral, Offensive

Style Extras (4 pts): Attack Focus (Exploding Strike), Esoteric 3

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (0 pts): None

Skills (3 pts): Acrobatics 2, Close Combat: Fong Ngan 4

Advantages (24 pts): All-Out Attack, Counterstrike 2, Dauntless 2 (Exploding Strike, Jab), Empowered Critical 2 (Exploding Strike), Finish Them, First Strike, Fong Ngan Stances, Improved Disabling 2 (Exploding Strike), Improved Disarm, Improved Hold, Improved Trip, Instant Up, Knockout 2 (Exploding Strike, Select One Hand Attack), Martial Defense, Offensive Defense, Power Attack, Pummel (Exploding Strike), Superior Disabling 2 (Exploding Strike)

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Jab (pts varies), Knife Hand (1 pt), Knee Strike (2 pts), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (7 pts): Awesome Strike 6 (Exploding Strike) (1 pt), Focused Strike 4 (Exploding Strike) (5 pts), Nimble Dodge 2 (1 pt)

FU-CHIAO PAI

67 points

Popular in China and Tibet, "Tiger Claw Kung Fu" is an external style that utilizes strength and focuses on offense, delivering aggressive strikes at close range. The primary attack is the claw strike form in downward, sweeping arcs, and a practitioner will make use of leaps and charges to remain close enough to do so. A difference of combat philosophies

has led to animosity between practitioners of fu-chiao pai and shan tung (pg 217).

Type: Unarmed

Stances: Guarded, Low, Neutral, Offensive, Power, Pugilist

Style Extras (2 pts): Attack Focus (Claw Strike), Aggressive

Style Flaws (–4 pts): Clumsy Attack 2 (Grab), Demanding 2 (7 hours, –2)

Weapon Elements (0+ pts): Any claw-like weapons are acceptable

Skills (6 pts): Acrobatics 3, Close Combat: Fu-Chiao Pai 4, Intimidation 3, Sleight of Hand 2

Advantages (22 pts): All-Out Attack, Attack Mastery (Claw Strike), Attack Specialist (Claw Strike), Dauntless (Claw Strike), Empowered Critical (Claw Strike), Fu-Chiao Pai Stances, Follow-Up Strike, Great Endurance, Hard Defense, Improved Charge, Improved Critical (Claw Strike), Instant Up, Living Weapon (Claw Strike), Martial Defense, Offensive Defense, Opposing Style (Shan Tung), Power Attack, Quick Strike, Superior Disabling 2 (Claw Strike), Takedown, Specialization * (Athletics, jumping)

Basic Maneuvers (27 pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Dual Punch (2 pts), Exploding Strike (1 pt), Jump Kick (2 pts), Lunge (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (14 pts): Awesome Strike 6 (Claw Strike) (1 pt), Bull's Surge 6 (5 pts), Flurry 2 (Fu-Chiao Pai Close Attacks) (3 pts), Iron Shirt 4 (2 pts), Lightning Strike (3 pts)

* See **Better Mousetrap 3e**

Fujian White Crane Boxing

74+ points

Also known as "scholar style" because of its complexity, fujian white crane boxing is named for the southern province of China where it was founded. The style is designed to be useful to practitioners of all shapes, sizes, and degrees of power. It does so by focusing on evasion and precise attacks with beak-like, hand strikes to an opponent's vulnerable areas rather than relying upon strength. This had made the fighting style very popular amongst women, although it is rarely practiced now and has instead branched off into or otherwise influenced many other fighting styles.

Type: Unarmed

Stances: Avoiding, Crane, High, Neutral, Prone, Pugilist, Weapon

Style Extras (2 pts): Attack Focus (Select Exploding Strike or Jab), Defensive

Style Flaws (–4 pts): Clumsy Attack (Grab), Demanding 3 (14 hours, –2)

Weapon Elements (4 pts): Fan, Dagger/Knife, Staff, Sword

Skills (7 pts): Close Combat: Fujian White Crane Boxing 5, Expertise: Martial Arts 4, Insight 5

Advantages (20 pts): Accurate Attack, Active Disarm, Added Critical (Select Exploding Strike or Jab; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Anticipation, Assessment, , Attack Specialist (Select Exploding Strike Or Jab), Bob and Weave, Daunting (Select Exploding Strike Or Jab), Defensive Roll, Evasion, First Strike, Fujian White Crane Boxing Stances, Improved Disabling (Select Exploding Strike Or Jab), Improved Exchange (Accurate Attack), Instant Up, Kata (Fujian White Crane Boxing), Knockout (Select Exploding Strike Or Jab), Prone Fighting, Quick Strike, Takedown

Basic Maneuvers (22+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Jab) (2 pts), Haymaker (3 pts), Hook (1 pt), Jab (pts varies), Jump Kick (2 pts), Throw (3 pts)

Advanced Maneuvers (23 pts): Focused Strike 4 (Select Exploding Strike or Jab) (5 pts), Eagle Eye Aim 4 (2 pts), Nimble Dodge 6 (Use Close Combat: Fujian White Crane Boxing instead of Acrobatics) (5 pts), Whirlwind Block 6 (11 pts)

Fut Gar

62+ points

A Northern Chinese form of Shaolin kung fu, "Buddha Family Kung Fu" or "Buddhist Palm/Fist" is a practical fighting style. It makes extensive use of low kicks, palm attacks, and some punches. The style employs principles of redirecting an opponent's strength to work against them, utilizing circular blocks and evasion followed by an attack of one's own.

Type: Unarmed

Stances: Blocking, Fluid, Grounded, Low, Neutral, Pugilist

Style Extras (1 pt): Defensive

Style Flaws (–3 pts): Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2)

Weapon Elements (5 pts): Polearm, Spear, Staff, Sword, Three-Section-Staff

Skills (4 pts): Close Combat: Fut Gar 6, Insight 2

Advantages (26 pts): Active Disarm, Aggressive Escape (Select One Combat Maneuver), Bob and Weave, Counterstrike 2, Defensive Attack, Defensive Roll 3, Defensive Strike, Flowing Form, Fut Gar Stances, Grabbing Parry, Great Endurance, Improved Defense, Improved Grab, Instant Up, Martial Balance, Martial Defense, Move-By Action, Off-Putting Feint, Redirect, Reversal, Soft Defense, Trance, Warrior's Trance

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Hammer Blow (1 pt), Hook (1 pt), Knife Hand (1 pt), Sweep (2 pts)

Advanced Maneuvers (21 pts): Retaliation Strike 3 (10 pts), Whirlwind Block 6 (11 pts)

GATKA

70+ points

A fighting style developed by the Sikh's of India's Punjab region, gatka employs fighting sticks in place of swords during training. This fighting style also incorporates aspects of pehlwani (Muslim wrestling) open hand techniques. Gatka literally means "one whose freedom belongs to grace," reflecting the spiritual and mental training that is intrinsic to this fighting style. It is intended to improve mental awareness and responsiveness just as the physical exercises improve the body.

Gatka is designed to be easy to learn and is highly adaptive, permitting just about any weapon as a weapon element (with the stick being the first followed by the shield). Its techniques involve rhythmically moving the torso, weapon, feet, and arms in a perfect unison of purpose, maneuverability, and intent.

Type: Weapon (Stick)

Stances: Fluid, Grounded, Neutral, Offensive, Weapon

Style Extras (1 pt): Spiritual

Style Flaws (–3 pts): Demanding (7 hours, –1), Predictable 2

Weapon Elements (9+ pts): Basic Unarmed, Axe, Chakar, Chakram, Dagger/Knife, Spear, Shield, Staff, Sword are common, but it can use just about any other melee weapon you wish.

Skills (10+ pts): Athletics 4, Close Combat: Gatka 4, Expertise: Martial Showman 2, Expertise: Tactics 2, Expertise: Theology & Philosophy (AWE/INT) 4, Perception 4. Traditionalists will also have Expertise: Riding (AGI) 4

Advantages (17 pts): Benefit (Ambidextrous), Counterstrike 2, Cunning Fighter, Distracting Attack, Gatka Stances, Guard Weapon, Improved Entangle Weapon, Improved Grab, Improvised Weapon Element, Martial Balance, Move-By Action, Offensive Defense, Quick Draw, Quick Strike, Specialization * (Athletics, jumping), Uncanny Dodge

Basic Maneuvers (4+ pts): Basic Weapon Strikes (0 pts), Haymaker (3 pts), Hook (1 pt), Jab (pts varies)

Advanced Maneuvers (32+ pts): Blind Fighting (2 pts), Combat Awareness (1 pt), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Flurry 2 (Gatka Close Attacks) (3 pts), Riposte 3 (9+ pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**

GOJU-RYU

58+ points

Combining aspects of Japanese and Okinawan karate, goju-ryu ("hard-soft style") utilizes both soft and hard techniques. This martial art teaches practitioners to counter with opposing principles while employing open hand, circular disciplines rather than the linear methods used in most other karate forms (although it still incorporates the latter as well). Strengthening one's body through exercise and extensive breathing exercises is important to a student of goju-ryu.

Type: Unarmed

Stances: Blocking, Guarded, Kicker, Neutral, Offensive, Power Stance, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (4+ pts): Staff, Chain Weapons, Short Blades, Short Blunt Weapons

Skills (7 pts): Athletics 4, Close Combat: Goju-Ryu 4, Expertise: Martial Arts 3, Expertise: Theology & Philosophy (AWE/INT) 3

Advantages (24 pts): All-Out Attack, Assessment, Close Attack, Dauntless 2 (Select Two Combat Maneuvers), Goju-Ryu Stances, Healing Trance, Improved Disabling 2 (Select One Combat Maneuver at 2 Ranks or Two Combat Maneuvers at 1 Rank Each), Improved Disarm, Improved Exchange 2 (All-Out Attack), Improved Smash, Instant Up, Kata (Goju-Ryu), Kata Lore (Goju-Ryu; Select a Skill), Martial Balance, Moment of Weakness * (Select One Action), Offensive Defense, Power Attack, Shattering Blow (Select One Combat Maneuver), Specialization * (Expertise: Theology & Philosophy, Taoism), Trance, Weapon Break

Basic Maneuvers (10+pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Push/Shove (3 pts), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (14 pts): Breaking Blow 2 (1 pt), Chi Sense (1 pt), Chi Strike 2 (4 pts), Nerve Strike 3 (4 pts), Pillar of the Earth 6 (2 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

GOU QUAN

60+ points

"Dog Boxing" or "Dog Form Kung Fu" is a Southern Chinese style that emphasizes fighting while low or prone, makes great use of takedowns, and only rarely employing kicks. Practitioners also behave much like dogs—yipping, barking, cowering, etc.—to distract and fool opponents. Training also includes methods for delivering devastating hand strikes and for receiving similar blows upon one's person with a reduced effect.

Type: Unarmed

Stances: Grappler, Low, Neutral, Power, Prone, Pugilist

Style Extras (3 pts): Esoteric 3

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding 3 (14 hours, –2)

Weapon Elements (0 pts): None

Skills (6 pts): Acrobatics 2, Close Combat Gou Quan: 4, Deception 6

Advantages (27 pts): All-Out Attack, Defensive Roll 3, Daze (Deception), Gou Quan Stances, Hard Defense, Hard Throw, Improved Disabling 2 (Select Two Combat Maneuvers), Improved Prone Fighting, Improved Smash, Improved Tricking, Improved Trip, Instant Up, Knockout (Exploding Strike), Martial Defense, Offensive Defense, Power Attack, Preferred Stance (Select Low or Prone), Prone Fighting, Pummel (Select One Combat Maneuver), Soft Defense, Sweeping Strike, Takedown, Take the Hit, Unbalancing Strike

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Exploding Strike (1 pt), Jab (pts varies), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (17 pts): Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Iron Shirt 6 (3 pts), Soft Landing 8 (4 pts)

Gyokko-ryu

71+ points

This Japanese fighting style incorporates finger attacks, staff and sword techniques, and manipulation of the nerves and muscles towards painful, incapacitating (and even deadly) results. Techniques tend to be spinning in nature, striking and grappling while moving one's body around the subject, using the latter as a fixed point of reference for one's techniques.

This style is often taught alongside koto-ryu (pg 205), as the two complement each other so well.

Type: Unarmed

Stances: Extended, Fluid, Guarded, Neutral, Offensive, Reactive, Weapon

Style Extras (2 pts): Attack Focus (Unarmed Finger Strike), Mobile

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding 3 (14 hours, –2)

Weapon Elements (2 pts): Staff, Sword

Skills (6 pts): Close Combat: Gyokko-Ryu 6, Expertise: Biology 6

Advantages (14 pts): Accurate Attack, Dauntless (Unarmed Finger Strike), Entangling Feint, Gyokko-Ryu Stances, Improved Disabling 2 (Jab), Improved Grab, Improved Joint Lock, Improved Throw *, Joint Lock, Kata (Gyokko-Ryu), Specialization * (Expertise: Biology, anatomy), Superior Disabling 2 (Jab)

Basic Maneuvers (3+ pts): Basic Unarmed Attacks (0 pts), Jab (pts varies), Throw (3 pts)

Advanced Maneuvers (48 pts): Blinding Strike 3 (3 pts), Cobra Strike 3 (9 pts), Dim Mak 6 (25 pts), Nerve Strike 4 (5 pts), Sleeper's Touch 3 (3 pts), Stone Touch 3 (3 pts)

* See **Better Mousetrap 3e**

Han Mu Do

56+ points

Devised in the 1950s, this Korean fighting style uses flowing motions to move from one technique to the next, usually by following a figure eight or circular pattern. Most hand strikes are of the open palm variety and its weapon techniques (which are taught early on) are similar and flowing, allowing for greater familiarity and adaptability.

Training also includes the use of mental exercises (including an internal kiai when striking, intended to make one's mind "move with" the physical technique) and character building. This is designed to create an open mind, attain internal and external harmony, acceptance of others, set and achieve goals, and approach life with an overall optimistic outlook.

Type: Unarmed

Stances: Grappler, Grounded, Neutral, Offensive, Weapon

Style Extras (1 pt): Spiritual

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (5 pts): Bow, Spear, Staff, Stick, Sword

Skills (5 pts): Close Combat: Han Mu Do 4, Expertise: Visual Arts 2, Expertise: Martial Arts 2, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (23 pts): Accurate Attack, Chokehold, Defensive Attack, Defensive Throw, Flowing Form, Grabbing Parry, Grappling Knee, Han Mu Do Stances, Improved Grab, Improved Hold, Improved Joint Lock, Improved Throw *, Improvised Weapon Element, Joint Lock, Martial Defense, Mobile Trance, Move-By Action, Offensive Defense, Quick Throw, Reversal, Trance, Specialization * (Expertise: Visual Arts, calligraphy), Warrior's Trance

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Jab (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (15 pts): Calm Defense 4 (4 pts), Chi Focus 2 (Select an Ability) (2 pts), Chi Sense (1 pt), Chi Strike 3 (6 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

HAPKIDO

67+ points

A Korean non-competitive fighting style, hapkido's intent is to provide a system of self-defense against both skilled and unskilled assailants. It seeks to do so by controlling the opponent through joint locks, throws, and the like based upon principles of non-resistance, leverage, and circular techniques.

Also known as "the Way of Coordinating Energy," hapkido utilizes both hard and soft techniques from various other styles from the region in its attempt to be a comprehensive martial art. Principle tactics involve using foot (usually low and sweeping or circular in nature) and hand strikes to get near an opponent until close range is attained. Upon doing so, attempts are made to control the opponent's balance in preparation for a takedown, or an arm or wrist is grappled into a joint lock.

Type: Unarmed

Stances: Crane, Disruptive, Grappler, Grounded, Low, Neutral, Reactive

Style Extras (3 pts): Aggressive, Attack Focus (Exploding Strike), Esoteric

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (6 pts): Dagger/Knife, Nunchaku, Rope, Staff, Stick, Sword

Skills (3 pts): Close Combat: Hapkido 4, Expertise: Martial Arts 2

Advantages (24 pts): Aggressive Escape 2 (Chokehold, Select One Attack), Chokehold, Defensive Roll, Empowered Critical (Exploding Strike), Fast Grab, Finish Them, Follow-Up Strike, Grab Breaker (Select One Combat Maneuver), Improved Disabling (Exploding Strike), Improved Grab, Improved Hold, Improved Joint Lock, Improved Throw *, Improvised Weapon Element, Joint Lock, Martial Defense, Offensive Defense, Prone Fighting, Redirect, Reversal, Takedown, Unbalancing Strike, Weapon Bind

Basic Maneuvers (24+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Elbow Strike (pts varies), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Side Kick) (2 pt), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (9 pts): Focuses Strike 2 (Exploding Strike) (3 pts), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

HISARDUT

48+ points

An Israeli "survival system" developed for practical, personal protection in a dangerous, crime-filled world, hisardut claims to be an "all dimensional" fighting art intended for civilian counterterrorism purposes. Techniques are direct, entirely functional, and no nonsense. All showmanship has been removed, as have all other aspects not intrinsic to the style's operative intent.

In addition to the practical fighting techniques themselves, training involves increasing awareness of one's surroundings. It does so using education on urban survival and situations, methods of observation, and staying appraised of what is going on in your neighborhood, and the like.

Type: Unarmed

Stances: Disarming, Guarded, Neutral, Offensive, Prone, Weapon

Style Extras (0 pts): None

Style Flaws (–4 pts): Demanding (7 hours, –1), No Nonsense 3

Weapon Elements (1 pt): Dagger/Knife

Skills (10 pts): Close Combat: Hisardut 3, Expertise: Civics 1, Expertise: Streetwise (AWE) 4, Expertise: Survival (AWE) 2, Expertise: Tactics 2, Insight 3, Investigation 2, Perception 3

Advantages (27 pts): Active Disarm, Aggressive Escape 2 (Select Two Combat Maneuvers), Assessment, Cheap Shot, Chokehold, Cunning Fighter, Damaging Escape, Defensive Attack, Escapist, Grab Breaker 2 (Select Two Combat Maneuvers), Hisardut Stances, Improved Assessment, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improvised Weapon Element, Improvised Weapon, Martial Defense, Precise Attack (Close, Concealment), Prone Fighting, Reversal, Takedown, Uncanny Dodge, Weapon Bind

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Headbutt (pts varies), Jab (pts varies), Knee Strike (2 pts), Side Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (6 pts): Back to the Wall 3 (3 pts), Blind Fighting (2 pts), Combat Awareness (1 pt)

HOP GAR

60+ points

A descendant of the ancient "Lion's Roar" Tibetan fighting style, this variation has since become associated with Northern Chinese kung fu. It focuses on mobility, high kicks, and extended, circular arm motions combined with crane-like, direct and rapid hand strikes. Also known as the "kung fu of the Tibetan Lamas," hop gar is unusual in so far as it does not teach blocking. Practitioners believe that avoidance and penetrating the defenses of one's opponents using superior speed and deception before they may strike at you is the optimum strategy.



Ultimately, hop gar is all about aggression. Direct it at one's opponent—refusing to negotiate with their techniques or force—and intercept your foe's aggression so it may be used against them.

Type: Unarmed

Stances: Avoiding, Crane, Extended, High, Kicker, Neutral, Offensive, Weapon

Style Extras (5 pts): Esoteric 3, Mobile 2

Style Flaws (–7 pts): Demanding 3 (14 hours, –2), Weak Defense 4 (Parry)

Weapon Elements (3 pts): Spear, Staff, Sword

Skills (6 pts): Close Combat: Hop Gar 6, Insight 2, Intimidation 4

Advantages (24 pts): All-Out Attack, Bob and Weave, Cheap Shot 2, Daze (Deception), Damaging Escape, Deceptive Attack (Select One Combat Maneuver), Deceptive Stance, Defensive Feint, Defensive Strike, Evasion, Fast Grab, Hard Grab, Hop Gar Stances, Improved Critical 2 (Select Two Combat Maneuvers), Improved Grab, Improved Tricking, Move-By Action, Offensive Defense, Off-Putting Feint, Quick Strike, Redirect, Up In Your Face

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Hammer Blow (1 pt), Hook (1 pt), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Lunge (1 pt), Snap Kick (1 pt), Sweep (2 pts), Uppercut (5 pts)

Advanced Maneuvers (14 pts): Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Nerve Strike 2 (3 pts), Nimble Dodge 6 (Use Close Combat: Hop Gar instead of Acrobatics) (5 pts)

HOU QUAN

74+ points

"Monkey Fist" is so named because it mimics the movements of fighting monkeys (not to mention their facial expressions and sounds). Monkey-like acrobatics, including leaping, controlled falls, and tumbling are united with grappling and circular strikes. The staff is an important part of this fighting style, and is often used for vaulting or may even be climbed to reach higher ground or gain an advantage on an opponent. Practitioners often walk on their hands and the like, keeping low to strike at a foe's vulnerable lower body and keep them off-balance.

Type: Unarmed

Stances: Avoiding, Bobbing, Grappler, Low, Neutral, Prone, Weapon

Style Extras (5 pts): Esoteric 3, Mobile 2

Style Flaws (–3 pts): Demanding 3 (7 hours, –2)

Weapon Elements (1 pt): Staff

Skills (10 pts): Acrobatics 4, Athletics 3, Close Combat: Hou Quan 5, Deception 3, Expertise: Dancing (AGI/INT) 2, Sleight of Hand 3

Advantages (28 pts): Acrobatic Fighter, Acrobatic Defense, Chokehold, Daze (Deception), Deceptive Attack (Select One Combat Maneuver), Deceptive Stance, Dedicated Defense, Defensive Roll 2, Hou Quan Stances, Improved Disarm, Improved Grab, Improved Joint Lock, Improved Prone Fighting, Improved Tricking, Improved Trip, Instant Up, Joint Lock, Kata (Hou Quan), Monkey Climber, Preferred Stance (Low), Prone Fighting, Specialization 3 * (Acrobatics: jumping; Acrobatics: tumbling; Athletics, climbing), Sneak Attack *, Sweeping Strike, Taunt

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Lunge (1 pt), Sweep (2 pts)

Advanced Maneuvers (21 pts): Catfall (2 pts), Cobra's Dance 4 (12 pts), Nimble Dodge 6 (5 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

HUNG FUT

65+ points

As its name suggests, this is a hybrid kung fu system from Southern China that combines hung gar and fut gar into a single, eclectic fighting style. Using advanced breathing techniques and meditation to create an economy of motion, hung fut seeks to use efficiency of power and maneuvering to position one's opponent in such a way as to put them off balance. Doing so makes mounting a proper defense and counterattacks difficult for the foe.

Despite its use of power and speed, hung fut remains graceful, utilizing circular, linear, and angular methods derived from its parent styles. Hung fut is renowned for its powerful and showy staff forms. As such, the staff is the first weapon taught to students. Oddly, all techniques (including weapon usage) focus on making use of the left (off) hand.

Type: Unarmed

Stances: Avoiding, Blocking, Crane, Grounded, Low, Misleading, Neutral, Weapon

Style Extras (2 pts): Attack Focus (Jab), Esoteric

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (8 pts): Axe, Chain Whip, Dagger/Knife, Spear, Staff, Stick, Sword, Three-Section-Staff

Skills (6 pts): Close Combat: Hung Fut 6, Expertise: Martial Showman 6

Advantages (26 pts): Accurate Attack, Aggressive Escape (Jab), Benefit (Ambidextrous), Bob and Weave, Counterstrike 2, Defensive Feint, Flowing Form, Grabbing Parry, Guard Weapon, Hung Fut Stances, Improved Grab, Instant Up, Martial Defense, Off-Putting Feint, Power Attack, Preferred Stance (Fluid), Prone Fighting, Quick Strike, Steadfast, Superior Disabling 2 (Jab), Sweeping Strike, Trance, Unbalancing Strike, Warrior's Trance

Basic Maneuvers (16+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Headbutt (pts varies), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (10 pts): Awesome Strike 6 (Jab) (1 pt), Focused Strike 2 (Jab) (3 pts), Iron Shirt 4 (2 pts), Showboating 4 (2 pts), Soft Landing 4 (2 pts). There is rumored to be an incredibly complex and dangerous staff technique known only the "mad devil staff" form that is taught only to a new grandmaster by his predecessor. Just what this may be is up to the Gamemaster to design to suit their game.

HUNG GAR

58+ points

A Southern kung fu style, hung gar uses low and stable stances combined with strong, deft hand strikes. Weighted rings are often worn on the wrists during training and exercising to increase strength and endurance, along with extensive use of isometric and breathing exercises. Techniques involve jumping between foot positions that can quickly shift direction, broad, circular steps and blocks, and rapidly changing, close hand work.

Type: Unarmed

Stances: Blocking, Crane, Grounded, Low, Misleading, Neutral, Power, Weapon

Style Extras (2 pts): Attack Focus 2 (Claw Strike, Select One Combat Maneuver)

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (4 pts): Butterfly Sword, Kwan Dao, Spear, Staff

Skills (5 pts): Athletics 4, Close Combat: Hung Gar 6

Advantages (22 pts): Accurate Attack, Aggressive Escape (Claw Strike), Cunning Fighter, Deceptive Stance, Defensive Strike, Finish Them, Follow-Up Strike, Great Endurance, Hung Gar Stances, Improved Disabling (Claw Strike), Improved Tricking, Instant Up, Martial Balance, Martial Defense, Offensive Defense, Power Attack, Preferred Stance (Low), Steadfast 2, Superior Disabling 2 (Claw Strike), Unbalancing Strike

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Dual Punch (2 pts), Elbow Strike

(pts varies), Exploding Strike (1 pt), Jump Kick (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (15+ pts): Awesome Strike 6 (Claw Strike) (1 pt), Focused Strike 4 (Exploding Strike) (5 pts), Lighting Strike (3 pts), Riposte 2 (6+ pts)

HWA RANG DO

71+ points

This is a modern Korean martial art supposedly derived from an ancient brotherhood of warriors and knights. Still, "The Way of the Flowering Manhood's" origins remain a controversy amongst historians and the martial arts community. Learning hwa rang do's various strikes, grapples, pins, and weapon maneuvers progress through increasing degrees of difficulty. An extensive, practical style with several thousand techniques to learn, complete training usually takes well over a decade.

Methodology leans towards reactionary combat, believing the best way to oppose someone's attack is to see what they'll do first, countering their linear movements with circular maneuvers (and vice versa). The practitioner is always moving to keep one's responses difficult to predict. Students also learn the style's code of honor, loyalty, justice, and courage.

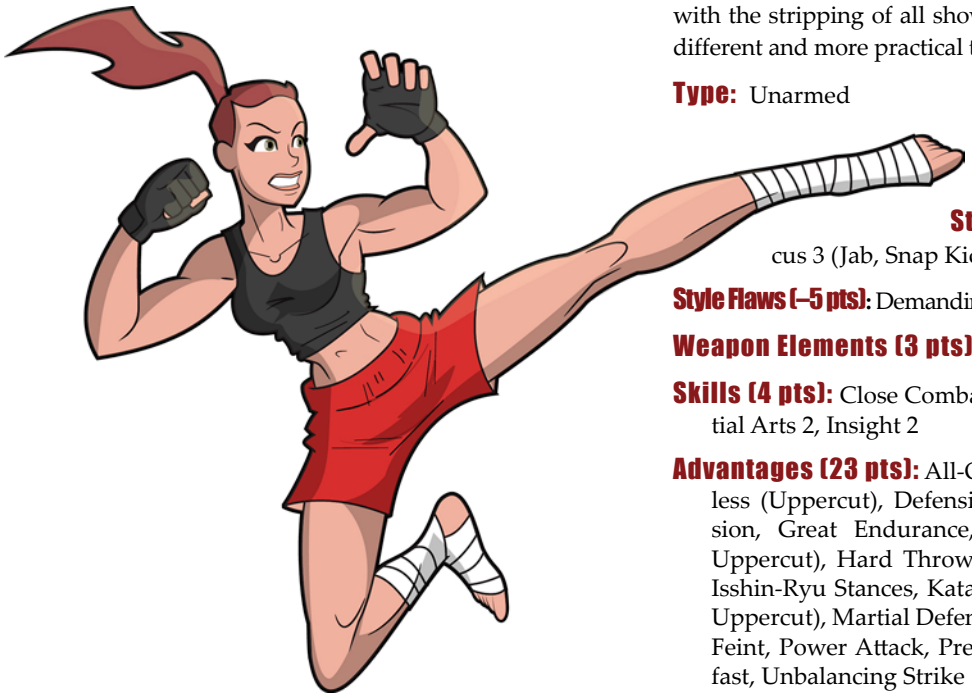
Type: Unarmed

Stances: Grounded, Guarded, High, Neutral, Offensive, Reactive, Weapon

Style Extras (2 pts): Esoteric 2

Style Flaws (–4 pts): Demanding 3 (21 hours, –2), Listless

Weapon Elements (5 pts): Dagger/Knife, Nunchaku, Spear, Staff, Sword



Skills (9 pts): Acrobatics 4, Close Combat: Hwa Rang Do 8, Expertise: Martial Arts 3, Expertise: Theology & Philosophy (AWE/INT) 3

Advantages (25 pts): Acrobatic Defense, Assessment, Bob and Weave, Chokehold, Counterstrike, Damaging Escape, Defensive Strike, Defensive Throw, Healing Touch (Expertise: Martial Arts), Hwa Rang Do Stances, Improved Critical (Throw), Improved Disabling 2 (Select Two Combat Maneuvers), Improved Disarm, Improved Joint Lock, Improved Readiness (Select One Combat Maneuver), Improved Smash, Joint Lock, Kata (Hwa Rang Do), Knockout 2 (Select Two Combat Maneuvers), Martial Defense, Power Attack, Specialization * (Expertise: Theology & Philosophy, Buddhism), Weapon Bind

Basic Maneuvers (23+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Flying Attack (Jump Kick) (2 pts), Jab (pts varies), Jump Kick (2 pts), Knife Hand (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (11 pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Retaliation Strike 2 (7 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

ISSHIN-RYU

59+ points

A form of Okinawan karate, "One Heart Method" was derived from several other fighting styles in the mid-1950s. It uses quick, snapping, and circular motions rather than thrusting and follow-through principles. These techniques are intended to provide better speed and power. This belief, along with the stripping of all showmanship, makes isshin-ryu far different and more practical than most other forms of karate.

Type: Unarmed

Stances: Grounded, Kicker, Low, Neutral, Reactive, Weapon

Style Extras (3 pts): Attack Focus 3 (Jab, Snap Kick, Uppercut)

Style Flaws (–5 pts): Demanding 2 (14 hours, –1), No Nonsense 3

Weapon Elements (3 pts): Sai, Staff, Tonfa

Skills (4 pts): Close Combat: Isshin-Ryu 4, Expertise: Martial Arts 2, Insight 2

Advantages (23 pts): All-Out Attack, Anticipation, Dauntless (Uppercut), Defensive Roll, Defensive Strike, Evasion, Great Endurance, Improved Disabling 2 (Jab, Uppercut), Hard Throw, Instant Up, Inviting Defense, Isshin-Ryu Stances, Kata (Isshin-Ryu), Knockout 2 (Jab, Uppercut), Martial Defense, Mobile Defense, Off-Putting Feint, Power Attack, Preferred Stance (Reactive), Steadfast, Unbalancing Strike

Basic Maneuvers (17+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Flying Attack (Lunge) (3 pts), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Uppercut (5 pts)

Advanced Maneuvers (14 pts): Awesome Strike 6 (Uppercut) (1 pt), Blind Fighting (2 pts), Focused Strike 4 (Jab) (5 pts), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts)

Jailhouse Rock

56+ points

Jailhouse rock (JHR) is known by many names, including "Comstock Style," "52 Hand Blocks/52 Blocks/52," and "Jailhouse Boxing," varying from region to region. No matter its name, each variation shares a common element: they are all fighting styles adapted to and learned within the prison system. There is currently a movement to have JHR formalized as an American "native martial art" in an attempt to gain it the recognition and formalization enjoyed by most other fighting styles.

Possibly dating back as far as the time of black slavery in America, JHR is a fusion of bare-knuckle fighting and the various African fighting and game styles it is said to have likely evolved from. Aside from providing the sort of skills one would expect of a fighting style that developed in such a dangerous environment, JHR often illustrates a degree of flashiness and cockiness. Such showmanship reflects the need to prove oneself and one's abilities to survive.

Type: Unarmed

Stances: Blocking, Disarming, Guarded, Neutral, Pugilist, Wary

Style Extras (2 pts): Esoteric 2

Style Flaws (–0 pts): None

Weapon Elements (2 pts): Club, Dagger/Knife

Skills (8 pts): Close Combat: JHR 2, Expertise: Streetwise (AWE) 3, Insight 4, Intimidation 4, Perception 3

Advantages (23 pts): All-Out Attack, Aggressive Escape (Headbutt), Assessment, Counterstrike, Cunning Fighter, Dedicated Defense, Dirty Attack, First Strike, Hard Defense, Improved Assessment 2, Improved Disarm, Improvised Weapon Element, Improvised Weapon, JHR Stances, Just a Scratch, Knockout 2 (Haymaker, Headbutt), Power Attack, Pummel (Haymaker), Startle, Take the Hit, Up In Your Face

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Haymaker (3 pts), Headbutt (pts varies), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Sweep (2 pts)

Advanced Maneuvers (11 pts): Back to the Wall 5 (5 pts), Combat Awareness (1 pt), Wallop 4 (5 pts). Showmanship is also common as a matter of showing off one's abilities.

Janna

74+ points

Frequently called upon to perform the impossible, Hashishin assassins were required to combine mental discipline with mastery of their bodies. Understanding of one's weaknesses and strengths, an ability to adapt, powers of perception, and a natural inclination towards efficient effectiveness are all core principles of janna.

Janna practices a strategy of employing successive blows and blocks (which resemble the movements of a hand wielding a knife) to overwhelm a foe. The style's techniques are intended to be quick and deadly rather than accommodating prolonged combat.

Type: Unarmed

Stances: Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon



Style Extras (3 pts): Attack Focus (Dagger/Knife), Esoteric 2

Style Flaws (–6 pts): Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements (2 pts): Dagger/Knife, Sword

Skills (21 pts): Athletics 6, Close Combat: Janna 6, Deception 4, Expertise: Psychology 4, Expertise: Survival (AWE) 2, Expertise: Tactics 6, Insight 6, Sleight of Hand 2, Stealth 6

Advantages (35 pts): Accurate Attack, Ambush, Assessment, Attack Specialist (Dagger/Knife), Chokehold, Dauntless 2 (Dagger/Knife, Select One Combat Maneuver), Deceptive Stance 2, Daze (Deception), Finish Them, Follow-Up Strike, Guard Weapon, Improved Disabling 2 (Dagger/Knife), Improved Grab, Improved Joint Lock, Improved Tricking, Janna Stances, Joint Lock, Lie in Wait, Living Weapon (Select One Combat Maneuver), Martial Defense, Neck Breaker, Offensive Defense, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Specialization 3 * (Deception, disguise; Expertise: Psychology, behavior; Expertise: Tactics, assassination), Sneak Attack *, Startle, Trance, Warrior's Trance

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Eye Gouge (pts varies), Hammer Blow (1 pt), Headbutt (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (10 pts): Combat Concealment (3 pts), Deep Cut 6 (Dagger/Knife) (4 pts), Eagle Eye Aim 6 (3 pts)

* See **Better Mousetrap 3e**

JEET KUNE DO

47+ points

Developed and founded by Bruce Lee, "the Way of the Intercepting Fist" seeks to strip away the formalization and stylization other martial arts succumb to. It incorporates what remains when all such unnecessary showmanship is stripped away into a flowing, adaptive fighting style. Jeet kune do is truly a combat style, with training that intends to teach one to do what is necessary to win. It does so rather than focusing on repetition of forms and movements that don't accurately depict what happens in combat.

To achieve its lofty goal, each practitioner is encouraged to adapt maneuvers to their personal preference and strengths rather than accepting someone else's opinion that this maneuver or that stance is superior. Part of this philosophy is learning how to be as efficient as possible with one's movements and techniques. This is done by conserving both energy and time by sticking to the belief that the simplest option at any given moment is best. This allows the practitioner to focus on the moment rather than on perfection of style and technique for its own sake.

Type: Unarmed

Stances: Avoiding, Blocking, Disruptive, Fluid, Misleading, Neutral, Offensive, Reactive, Wary

Style Extras (1 pt): Esoteric

Style Flaws (–6 pts): Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2), No Nonsense 3

Weapon Elements (0+ pts): Any, but none is necessary

Skills (6 pts): Close Combat: Jeet Kune Do 6, Deception 3, Insight 3

Advantages (19 pts): Anticipation, Assessment, Chokehold, Counterstrike, First Strike, Flowing Form, Grab Breaker 2 (Select Two Combat Maneuvers), Improved Grab, Improved Joint Lock, Improved Readiness (Select One Combat Maneuver), Jeet Kune Do Stances, Joint Lock, Martial Defense, Move-By Action, Offensive Defense, Quick Strike, Quick Throw, Takedown

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (15 pts): Empty Mind 2 (8 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Nerve Strike 1 (2 pts)

JIEISHUDAN

26+ points

"Measures to Defend Oneself" is a UK-based hybrid, self-defense style developed in the 1980s. It is intended to teach youths and others ways to defend themselves against urban threats. The style has evolved based on the martial arts backgrounds and experiences of the instructors but continues to strip away all formal, stylized aspects of the source styles, retaining only their practical elements. Kicks are kept low to maintain balance and dissuade an opponent from grabbing the foot.

Type: Unarmed

Stances: Blocking, Disarming, Guarded, Neutral, Prone, Wary

Style Extras (1 pt): Defensive

Style Flaws (–5 pts): Clumsy Attacks (High Kicks), Demanding (7 hours, –1), No Nonsense 3

Weapon Elements (0 pts): None

Skills (2 pt): Close Combat: Jieishudan 3, Expertise: Streetwise (AWE) 1

Advantages (18 pts): Active Disarm, Chokehold, Counterstrike, Crushing Hold, Defensive Attack, Dirty Attack, Hard Grab, Improved Defense, Improved Disarm, Improved Escape, Improved Grab, Improved Hold, Improved Trip, Jieishudan Stances, Martial Defense, Prone Fighting, Takedown, Weapon Bind

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Jab (pts var-

ies), Knee Strike (2 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (0 pts): None

Jogo do Pau

54+ points

A Portuguese martial art and sport, "stick fencing" or "stick game" developed as a means of self-defense. It was also used to settle disputes between different parties (up to and including entire villages) in the north. This region especially considers personal and family honor to be a crucial aspect of their identity and worth defending. It has been in decline since the spread of firearms and expansion of emigration from the rural areas it once thrived in, but a revival as a sport has been occurring in Portugal of late.

Grip and technique vary, especially to suit the situation and terrain, although wielding the stick at one of its extremes is most common. One-handed techniques are also used, but keeping two hands on the stick is typical. The staff is also used to vault into opponents and over obstacles.

Type: Weapon (Staff)

Stances: Blocking, Guarded, High, Low, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Attack Focus (Staff)

Style Flaws (–0 pts): None

Weapon Elements (1 pt): Unarmed

Skills (4 pts): Close Combat: Jogo do Pau 2, Deception 3, Intimidation 3

Advantages (23 pts): Active Disarm, Added Critical (Select One Combat Maneuver; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), All-Out Attack, Counterstrike, Defensive Feint, Defensive Strike, Empowered Critical 2 (Select Two Combat Maneuvers), Finish Them, Follow-Up Strike, Hard Defense, Improved Smash, Jogo do Pau Stances, Knockout 2 (Select Two Combat Maneuvers), Martial Balance, Offensive Defense, Power Attack, Pummel (Select One Combat Maneuver), Redirect, Stylistic Teamwork, Weapon Bind, Weapon Break

Basic Maneuvers (9+ pts): Basic Staff Attacks (0 pts), Flying Attack (Select One Combat Maneuver) (2 pts), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Rabbit Punch (pts varies), Sweep (2 pts)

Advanced Maneuvers (16+ pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Iron Shirt 4 (2 pts), Retaliation Strike 2 (7 pts), Riposte 2 (6+ pts)

Jojutsu

See bojutsu, pg 178, but a shorter staff is used.

Jow Gar

59+ points

A form of kung fu founded in the last decade of the 19th century, jow gar uses the strength seen in some kung fu styles while utilizing the rapid footwork and complex kicks of others. Emphasizing the use of simultaneous offense and defense, its techniques utilize movements that allow the practitioner to strike their opponent while avoiding, redirecting, or blocking incoming attacks. This fighting style's contained techniques make jow gar ideal for close-quarters combat.

Type: Unarmed

Stances: Avoiding, Blocking, Grounded, Kicker, Low, Neutral, Offensive, Weapon

Style Extras (0 pts): None

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (8 pts): Chain Weapons (especially three-section-staff), Club/Tonfa, Dagger/Knife, Polearms, Spear, Staff, Sword (especially butterfly swords), Whip

Skills (4 pts): Close Combat: Jow Gar 5, Expertise: Martial Showman 3

Advantages (22 pts): Aggressive Escape (Select One Combat Maneuver), Counterstrike, Cunning Fighter, Defensive Attack, Defensive Strike, Entangling Feint, Fast Grab, Favored Conditions (Close-Quarters), Follow-Up Strike, Great Endurance, Hard Grab, Improved Tricking, Instant Up, Inviting Defense, Jow Gar Stances, Martial Defense, Offensive Defense, Quick Strike, Soft Defense, Takedown, Unbalancing Strike, Up In Your Face

Basic Maneuvers (18+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Flying Attack (Side Kick) (2 pts), Knee Strike (2 pts), Jump Kick (2 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (9+ pts): Awesome Strike 6 (Snap Kick) (1 pt), Back to the Wall 2 (2 pts), Riposte 2 (6+ pts)

Judo

49 points

"Gentle Way" is a modern Japanese fighting style that is primarily intended as a competitive sport, but also teaches improving physical fitness. Judo applies principles of indirect use of force. It adapts and uses a foe's strength against them—rather than relying somewhat on strength to perform a maneuver (a perceived weakness of jujutsu, from which judo is derived).

Type: Unarmed

Stances: Grappler, Grounded, Neutral, Prone, Throwing

Style Extras (3 pts): Attack Focus 3 (Grab, Sweep, Throw)

Style Flaws (–2 pts): Demanding (7 hours, –1), Predictable



Weapon Elements (0 pts): None

Skills (4 pts): Athletics 2, Close Combat: Judo 2, Expertise: Martial Arts 4

Advantages (20 pts): Chokehold, Crushing Hold, Defensive Throw, Grabbing Parry, Great Endurance, Hard Grab, Improved Grab, Improved Hold, Improved Joint Lock, Improved Reversal, Improved Throw *, Improved Trip, Instant Up, Judo Stances, Joint Lock, Kata (Judo), Martial Balance, Prone Fighting, Quick Throw, Reversal

Basic Maneuvers (18 pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Flying Attack (Scissor Grapple) (2 pts), Push/Shove (3 pts), Scissor Grapple (2 pts), Sweep (2 pts), Throw (3 pts), Strong Throw 4 (4 pts)

Advanced Maneuvers (6 pts): Awesome Strike 6 (Sweep) (1 pt), Awesome Strike 6 (Throw) (1 pt), Soft Landing 8 (4 pts)

* See **Better Mousetrap 3e**

JUJUTSU

53+ points

This style, "the art of softness," grew out of other Japanese fighting styles over hundreds of years, and spread to the western world in the 19th and 20th centuries. Legend has that it was practiced by gods and samurai alike. Its primary techniques focus on throws and holds to put an opponent on the ground and keep them there. The style's main principle is to disable the opponent as quickly as possible, by whatever means required.

There are hundreds of modern sub-styles teaching alternative techniques, including Judo (see previous), which is designed for competition and fitness with most strikes having been removed and none allowed at all during bouts.

Type: Unarmed

Stances: Disarming, Disruptive, Grappler, Neutral, Reactive, Throwing

Style Extras (2 pts): Attack Focus 2 (Grab, Throw)

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (3 pts): Dagger/Knife, Staff, Sword

Skills (2 pts): Acrobatics 1, Close Combat: Jujutsu 3

Advantages (28 pts): Accurate Attack, All-Out Attack, Chokehold, Crushing Hold, Defensive Attack, Defensive Roll, Defensive Throw, Escapist, Fast Grab, Grabbing Finesse, Grab Breaker (Select One Combat Maneuver), Grabbing Parry, Hard Throw, Improved Disabling (Grab), Improved Disarm, Improved Grab, Improved Hold, Improved Joint Lock, Improved Readiness (Throw), Improved Reversal, Improved Throw *, Improved Trip, Joint Lock, Jujutsu Stances, Moment of Weakness * (Grab), Quick Throw, Reversal, Sweeping Strike

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Eye Gouge (pts varies), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (13 pts): Bear's Grapple 4 (2 pts), Nerve Strike 4 (5 pts), Soft Landing 4 (2 pts), Strong Throw 4 (4 pts)

* See **Better Mousetrap 3e**

KAJUKENBO

58+ points

This is a hybrid fighting style founded in Hawaii shortly after the Second World War as a way for locals to defend themselves against criminals and drunken American sailors spoiling for a fight. It employs quick, direct, and powerful strikes (in particular against vulnerable spots, such as joints) but continues to evolve. Training focuses on building strength and endurance, as well as techniques that are useful against unarmed and armed attacks from individual or multiple opponents.

Type: Unarmed

Stances: Crane, Disarming, Grappler, Guarded, Neutral, Pugilist, Weapon

Style Extras (1 pt): Defensive

Style Flaws (–3 pts): Demanding 2 (7 hours, –2), No Nonsense

Weapon Elements (2 pts): Dagger/Knife, Stick

Skills (5 pts): Athletics 2, Close Combat: Kajukenbo 4, Deception 4

Advantages (28 pts): Cheap Shot, Combo Element 2 (Select Two Combat Maneuvers), Crushing Hold, Dauntless 2 (Elbow Strike, Jab), Dedicated Defense, Devastating Hold, Finish Them, Grabbing Parry, Great Endurance, Hard Grab, Improved Disabling 3 (Rabbit Punch, Select Two Combat Maneuvers), Improved Disarm, Improved Joint Lock, Improved Readiness 2 (Select Two Combat Maneuvers), Improved Throw *, Joint Lock, Kajukenbo Stances, Martial Defense, Offensive Defense, Off-Putting Feint, Power Attack, Quick Strike, Takedown

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Jab (pts varies), Hook (1 pt), Rabbit Punch (pts varies), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (11 pts): Eagle Eye Aim 4 (2 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Nerve Strike 2 (3 pts), Strong Throw 3 (3 pts)

* See **Better Mousetrap 3e**

Beefing Up Kajukenbo Speed

If you are using the Extra Attacks effect (pg 84) in your game, add a rank to Kajukenbo as an advanced combat maneuver.

Speeding Strikes: Extra Attacks 1, Quick Combo (Select One Combat Maneuver) • **6 points**

KALARIPPAYATTU

65+ points

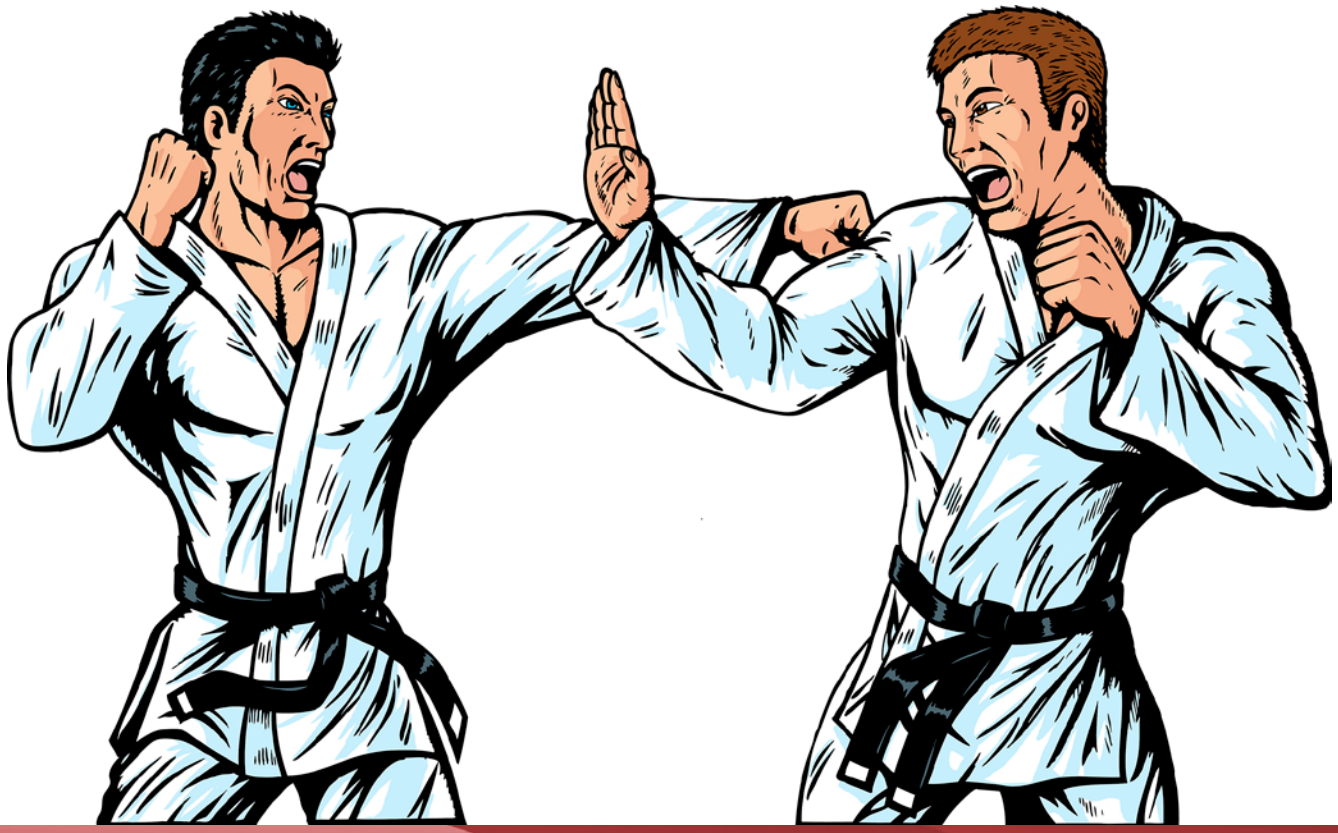
Devised by the Dravidians of Southern India, kalaripayattu is still practiced today despite being one of the first formalized fighting styles known. Utilizing both external and internal methods, this style is less formally known as kalaripayat and begins its training with the twisting, leaping, and turning movements. Practitioners then move on to learning the style's open hand techniques and grappling. Training with weapons and pressure points comes last, and also includes native healing techniques (Ayurveda), especially the applications of oil and massage to ease muscular pain and increase flexibility.

Behind all training is the belief that by improving and mastering one's body, right down to the individual organs, one may also bring balance to one's mind.

Type: Unarmed

Stances: Avoiding, Grappler, High, Low, Neutral, Prone, Weapon

Style Extras (2 pts): Attack Focus (Staff), Spiritual



Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (5+ pts): Dagger/Knife, Shield, Staff, Stick, Sword. The bow and arrow, trident, and axe may also be taught.

Skills (6 pts): Acrobatics 3, Close Combat: Kalarippayattu 4, Expertise: Biology 2, Expertise: Theology & Philosophy (AWE/INT) 2, Treatment 1

Advantages (21 pts): Acrobatic Fighter, Acrobatic Defense, Counterstrike, Cunning Fighter, Flowing Form, Healing Touch (Ayurveda), Improved Joint Lock, Instant Up, Joint Lock, Kalarippayattu Stances, Martial Defense, Move-By Action, Neck Breaker, Prone Fighting, Specialization 3 * (Expertise: Theology & Philosophy, Vedic Hinduism; Treatment: Ayurveda; Treatment; masseuse), Sweeping Strike, Takedown, Trance, Warrior's Trance

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Flying Attack (Basic Kick) (2 pts), Hook (1 pt), Knife Hand (1 pt), Jump Kick (2 pts), Roundhouse Kick (pts varies), Scissor Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (22 pts): Chi Strike 3 (6 pts), Flurry 2 (Dual-Wielding Close Attacks) (3 pts), Lightning Strike (3 pts), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts), Strong Throw 3 (3 pts), Walk the Sky 2 (1 pt)

* See **Better Mousetrap 3e**

KARATE, GENERAL

49 +/– points

Karate originated on the Okinawa Islands when Japanese conquerors forbade the natives from carrying weapons, forcing the latter to develop and practice unarmed combat to defend themselves. Karate originally incorporated various farming tools that could be discretely carried as weapons, including the staff, nunchaku (threshing flail), kama (sickle), rope or chain, and tonfa (mill-wheel handle).

Modern karate tends to focus on unarmed techniques. It spread widely to the west after American soldiers learned it in Japan after World War II. Karate is a "hard" style focusing on powerful punches and kicks.

A karate teacher is called a *sensei*, and the practice hall or school is a *dojo*.

This is a generic variation used to encompass a number of separate styles. Some particular styles are represented elsewhere.

Type: Unarmed

Stances: Neutral, plus Select Four

Style Extras (0 or more pts): Add up to 4 points in style extras

Style Flaws (–1 or more pts): Demanding (7 hours, –1), add up to 3 more points in style flaws

Weapon Elements (4 pts): Staff, Chain Weapons, Short Blades, Short Blunt Weapons

Skills (3 pts): Close Combat: General Karate 4, Expertise: Martial Arts 2

Advantages (20 pts): All-Out Attack, Close Combat, Dauntless (Select One Combat Maneuver), General Karate Stances, Improved Defense, Improved Disabling 2 (Select One Combat Maneuver at 2 Ranks or Two Combat Maneuvers at 1 Rank Each), Improved Disarm, Improved Exchange 2 (All-Out Attack), Improved Smash, Instant Up, Kata (General Karate), Martial Balance, Moment of Weakness * (Select One Action), Power Attack; select 4 points of Combat and/or Martial Arts advantages

Basic Maneuvers (12+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts); select up to 5 points of appropriate basic combat maneuvers

Advanced Maneuvers (11 or fewer pts): Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts); select up to 5 points worth of other appropriate advanced combat maneuvers.

* See **Better Mousetrap 3e**

KENDO

See kenjutsu.

KENJUTSU

43+ points

"The Art of the Sword" is a fighting style of swordplay once practiced by the Japanese samurai. Training is conducted with a shinai or (more commonly) bokken wooden sword. This fighting style extensively uses kata and sparring to improve the practitioner's skill with the blade, along with mental and physical fitness.

Kendo, or "the Way of the Sword" is a modernized version of kenjutsu and is used in both a sporting and self-improvement. Practitioners wield a shinai, a practice weapon made of four bamboo slats held together to resemble the katana, and wear protective armor.

Type: Weapon (Sword)

Stances: Blocking, Guarded, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Sword)

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (0 pts): None

Skills (4 pts): Athletics 2, Close Combat: Kenjutsu 4, Insight 2

Advantages (19+ pts): Accurate Attack, All-Out Attack, Armed Grab, Attack Mastery (Sword), Attack Special-



ist (Sword), Cunning Fighter, Dauntless (Select One Combat Maneuver), Defensive Attack, Iaijutsu (Sword), Improved Disarm, Kata (Kenjutsu), Kenjutsu Stances, Move-By Action, Offensive Defense, Quick Draw, Quick Strike, Takedown, Weapon Bind, Weapon Break. Some variations will include Benefit (Ambidextrous) and Guard Weapon.

Basic Maneuvers (6 pts): Basic Sword Attacks (0 pts), Exploding Strike (1 pt), Hammer Blow (1 pt), Lunge (1 pt), Roundhouse Punch (3 pts)

Advanced Maneuvers (16+ pts): Focused Strike 4 (Sword) (5 pts), Riposte 3 (9+ pts), Soft Landing 4 (2 pts)

KEYSI FIGHTING METHOD

46+ points

Keysi Fighting Method (KFM) incorporates street fighting techniques and instincts into a Spanish self-defense fighting style. The developers stress that it is not a martial art in the traditional sense—it is not "bogged down" by formal stylization, such as kata and forms. Instead, KFM draws upon actual experience and the study of urban situations.

Students are not only taught to learn from their instructors but also from themselves by integrating their personal experiences into improving their fighting techniques and street smarts. Techniques utilized a closed "shell" technique that protects the body, although training involves taking on multiple opponents from all directions, and strikes are delivered at extremely close range.

Type: Unarmed

Stances: Blocking, Grappler, Guarded, Low, Neutral, Prone, Reactive

Style Extras (2 pts): Esoteric 2

Style Flaws (–4 pts): Demanding (7 hours, –1), No Nonsense 3

Weapon Elements (2+ pts): Dagger/Knife, Stick, just about anything you care to train with.

Skills (6 pts): Close Combat: Keysi Fighting Method 2, Expertise: Streetwise 4, Insight 2, Perception 4

Advantages (27 pts): All-Out Attack, Assessment, Cheap Shot 2, Chokehold, Crushing Hold, Cunning Fighter, Dedicated Defense, Defensive Attack, Defensive Feint, Defensive Roll, Defensive Throw, Hard Defense, Improved Disarm, Improved Grab, Improvised Weapon Element, Keysi Fighting Method Stances, Martial Defense, Prone Fighting, Reversal, Takedown, Up In Your Face. Spend 5 points on other Combat or Martial Arts advantages.

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Hammer Blow (1 pt), Headbutt (pts varies), Jab (pts varies), Knee Strike (2 pts), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (2 pts): Nerve Strike 2 (3 pts)

KICKBOXING, PROFESSIONAL

39+ points

A dilution of its traditional predecessors, professional kickboxing has been toned down for American sporting audiences and to make it more accommodating as a means of physical fitness. Although training may be focused on self-defense rather than competition, the manner by which this fighting style was distilled from its progenitors has made it comparatively impractical as an operative, serious combat art.

Type: Unarmed

Stances: Avoiding, Kicker, Guarded, Neutral, Offensive, Wary

Style Extras (2 pts): Attack Focus 2 (Knee Strike, Select One Kick Attack)

Style Flaws (–6 pts): Clumsy Attacks 4 (Holds/Locks 2; Throws 2), Demanding (7 hours, –1), Predictable,

Weapon Elements (0 pts): None

Skills (3 pts): Athletics 2, Close Combat: Professional Kickboxing 4

Advantages (12 pts): All-Out Attack, Attack Specialist 2 (Knee Strike, Select One Kick Attack), Hard Defense, Just

a Scratch, Not So Helpless, Power Attack, Professional Kickboxing Stances, Pummel (Select One Combat Maneuver), Soft Defense, Takedown, Up In Your Face

Basic Maneuvers (25+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Crescent Kick (Outward) (4 pts), Elbow Strike (pts varies), Flying Attack (Basic Punch) (2 pts), Flying Attack (Knee Strike) (2 pts), Hook (1 pt), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts), Side Kick (1 pt), Sweep (2 pts), Uppercut (5 pts)

Advanced Maneuvers (3 pts): Wallop 2 (3 pts)

KOBUDO

67+ points

"The Old Martial Way" is an Okinawan fighting style that is also known by the name, ryukyu kobujutsu. Supposedly devised during times of occupation when the people were forbidden from carrying weapons, thus forcing the peasants to learn to use farming tools to defend themselves, kobudo has since been incorporated into many modern karate styles. Indeed, kobudo is often taught alongside karate in many martial arts schools where the latter is emphasized.

Type: Weapon (Select One Available Weapon Element)

Stances: Blocking, Guarded, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Attack Focus (Primary Weapon Element)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (8 pts): Brass Knuckles, Chain, Kama, Nunchaku, Sai, Shield, Spear, Staff, Tonfa (keeping in mind one is selected as the style's primary weapon element)

Skills (4 pts): Close Combat: Kobudo 2, Deception 4, Expertise: Martial Arts 2

Advantages (21 pts): Accurate Attack, All-Out Attack, Armed Grab, Close Attack 2, Counterstrike, Dauntless (Select One Combat Maneuver), Improved Disarm, Improved Entangle Weapon, Improved Readiness 2 (Select Two Combat Maneuvers), Kata (Kobudo), Kata Lore (Kobudo; Select a Skill), Kobudo Stances, Move-By Action, Offensive Defense, Off-Putting Feint, Preferred Stance (Weapon), Quick Draw, Superior Entangle Weapon, Weapon Bind

Basic Maneuvers (12+ pts): Basic Weapon Attacks (0 pts), Hammer Blow (1 pt), Hook (1 pt), Jab (pts varies), Roundhouse Punch (3 pts), Uppercut (5 pts), Sweep (2 pts)

Advanced Maneuvers (23 pts): Deep Cut 4 (Select One Combat Maneuver) (3 pts), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Whirlwind Block 3 (5 pts)

KOSHTI

57+ points

A general term covering a variety of ancient wrestling styles, Koshti (Persian for "killing") remains popular throughout Iran. Most forms began as training and fighting techniques to ward off and overthrow invading foreigners. Koshti has evolved over thousands of years, incorporating foreign fighting styles, philosophies, and ethics into its own. This has resulted in a fighting style now used chiefly for sport, and physical and spiritual fitness.

The most common form of koshti is known as varzesh-e pahlavan ("Sport of the Heroes.")

Type: Unarmed

Stances: Grappler, Guarded, Fluid, Low, Neutral, Power

Style Extras (3 pts): Aggressive, Attack Focus (Grab), Spiritual

Style Flaws (–3 pts): Clumsy Attacks (Kicks), Demanding 2 (7 hours, –2)

Weapon Elements (1 pt): Club

Skills (9 pts): Acrobatics 4, Athletics 2, Close Combat: Koshti 4, Expertise: Dancing (AGI/INT) 2, Expertise: History 2, Expertise: Instrument (Select One) (DEX) 2, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (20 pts): Aggressive Escape (Select One Combat Maneuver), Crushing Hold, Damaging Escape, Defensive Roll 2, Devastating Hold, Diehard, Fast Grab, Great Endurance, Hard Grab, Improved Disarm, Improved Trip, Kata (Koshti), Koshti Stances, Not So Helpless, Power Attack, Prone Fighting, Reversal, Specialization * (Expertise: Theology & Philosophy, Islam), Take the Hit

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Elbow Strike (pts varies), Escape (2 pts), Knee Strike (2 pts), Lunge (1 pt), Push/Shove (3 pts), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (12 pts): Awesome Strike 6 (Grab) (1 pt), Bear's Grapple 4 (2 pts), Bull's Surge 6 (5 pts), Calm Defense 4 (4 pts)

* See **Better Mousetrap 3e**

KOTO-RYU

56+ points

"Knocking Down the Tiger School" is a highly formalized, close-range style of attacking the bones to inflict damage and incapacitate one's opponent. This strategy is coupled with shuriken throwing and sword techniques. Ev-

erything is taught in a highly structured, rigid order to assure a student correctly progresses through the techniques and understanding, utilizing fast and direct hand and foot strikes. Techniques are founded on the basis of interfering with the opponent's own techniques and stance.

This style is often taught alongside gyokko-ryu (pg 193), as the two complement each other so well.

Type: Unarmed

Stances: Blocking, Disruptive, Firing, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (2 pts): Shuriken, Sword

Skills (4 pts): Close Combat: Koto-Ryu 4, Expertise: Biology 4

Advantages (26 pts): Aggressive Escape (Select One Combat Maneuver), Dauntless (Select One Combat Maneuver), Deceptive Stance, Entangling Feint, Finish Them, Hard Defense, Improved Critical 2 (Select Two Combat Maneuvers), Improved Disabling 4 (Select Two Attacks at 2 Ranks Each), Kata (Koto-Ryu), Knockout (Select One Combat Maneuver), Koto-Ryu Stances, Martial Defense, Preferred Stance (Disruptive), Specialization * (Expertise: Biology, anatomy), Soft Defense, Superior Disabling 4 (Select Two Attacks at 2 Ranks Each), Throwing Mastery 2, Up In Your Face

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Exploding Strike (1 pt), Headbutt (pts varies), Hook (1 pt), Jab (pts varies), Snap Kick (1 pt)

Advanced Maneuvers (15 pts): Eagle Eye Aim 2 (1 pt), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Nerve Strike 3 (4 pts)

* See **Better Mousetrap 3e**

KRABI KRABONG

53+ points

Although the principle training in this Thai fighting style involves the use of the sword (usually paired or with shield), it also includes unarmed techniques dominated by kicks, throws, and grappling. Attacks are designed to be explosively quick yet powerful, ending a fight as soon as possible (typically with brutal results). Although it is taught in the modern martial arts community, krabi krabong remains a combat fighting style and has not yet been adopted as a sport.

Type: Weapon (Sword)

Stances: Guarded, Low, Misleading, Neutral, Offensive, Weapon

Style Extras (2 pts): Aggressive, Attack Focus (Sword)

Style Flaws (–4 pts): Clumsy Attacks (Hand Attacks), Demanding 3 (14 hours, –2)

Weapon Elements (7 pts): Club, Dagger/Knife, Polearm, Shield, Staff, Stick, Unarmed

Skills (6 pts): Acrobatics 3, Close Combat: Krabi Krabong 6, Insight 3

Advantages (22 pts): All-Out Attack, Benefit (Ambidextrous), Armed Grab, Attack Specialist (Sword), Counterstrike, Empowered Critical (Sword), Finish Them, Great Endurance, Guard Weapon, Improved Critical 2 (Sword), Improved Disabling (Basic Sword Attacks), Kata (Krapbi Krabong), Krapbi Krabong Stances, Offensive Defense, Power Attack, Prone Fighting, Pummel (Basic Sword Attacks), Superior Disabling (Basic Sword Attacks), Takedown, Specialization * (Athletics, jumping), Weapon Break

Basic Maneuvers (13+ pts): Basic Sword Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Flying Attack (Knee Strike) (2 pts), Flying Attack (Side Kick) (2 pts), Knee Strike (2 pts), Side Kick (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (7 pts): Flurry 2 (Dual-Wielding Close Attacks) (3 pts), Nerve Strike 3 (4 pts)

* See **Better Mousetrap 3e**

Beefing Up Krabi Krabong Speed

If you are using the Extra Attacks effect (pg 84) in your game, add a rank to Krabi Krabong as an advanced combat maneuver.

Speeding Strikes: Extra Attacks 1, Quick Combo 2 (Select Two Combat Maneuvers) • **7 points**

KRAV MAGA

50+ points

Krav maga was developed in the 1930s and has since been adopted by the Israeli Defense Forces (and later Israeli police and Mossad intelligence agents). It's a highly practical, threat neutralization-oriented style that borrows techniques from many different fighting arts to focus entirely on quickly and efficiently disabling an opponent. As such, it lacks the "forms" of other fighting styles because it is intended solely for fighting rather than show and, as such, is wholly a non-competitive style.

Type: Unarmed

Stances: Disarming, Fluid, Guarded, Neutral, Offensive, Power, Reactive

Style Extras (1 pt): Aggressive

Style Flaws (–4 pts): Demanding (7 hours, –1), No Nonsense 3

Weapon Elements (3 pts): Dagger/Knife, Baton, Club

Skills (4 pts): Close Combat: Krav Maga 4, Intimidation 2, Expertise: Tactics 2

Advantages (24 pts): Active Disarm, Added Critical (Select One Combat Maneuver; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), All-Out Attack, Armed Grab, Cheap Shot, Chokehold, Dirty Attack, Empowered Critical (Select One Combat Maneuver), Finish Them, Grab Breaker (Select One Combat Maneuver), Improved Defense, Improved Disabling 2 (Select Two Combat Maneuvers), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Improvised Weapon Element, Knockout (Select One Combat Maneuver), Krav Maga Stances, Martial Defense, Offensive Defense, Power Attack, Pummel (Select One Combat Maneuver)

Basic Maneuvers (17+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Hammer Blow (1 pt), Hook (1 pt), Knee Strike (2 pts), Roundhouse Kick (pts varies), Side Kick (1 pt), Sweep (2 pts), Throw (3 pts), Uppercut (5 pts)

Advanced Maneuvers (5 pts): Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Nerve Strike 2 (3 pts)

KUK SOOL WON

71+ points

A Korean fighting style founded in the late 1950s, "National Martial Arts Association" attempts to incorporate and unite compatible elements of all Korean fighting styles within a single curriculum. Circular, low, and fluid movements are combined with forceful, direct strikes and extensive weapons training. This has resulted in an extremely comprehensive and versatile style.

Type: Unarmed

Stances: Fluid, Guarded, Low, Neutral, Offensive, Throwing, Weapon

Style Extras (0 pts): None

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (9 pts): Axe, Fan, Flail, Dagger/Knife, Polearm, Spear, Staff, Stick, Sword

Skills (8 pts): Acrobatics 2, Close Combat: Kuk Sool Won 6, Expertise: Martial Arts 6, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (23 pts): Counterstrike, Cunning Fighter, Escapist, Grabbing Parry, Healing Touch (Expertise: Martial Arts), Improved Disabling 3 (Select Three Combat Maneuvers), Improved Disarm, Improved Escape, Improved Grab, Improved Joint Lock, Improved Smash, Improved Throw *, Improvised Weapon Element, Instant Up, Joint Lock, Kata (Kuk Sool Won), Kuk Sool Won Stances, Martial Defense, Redirect, Shattering Blow (Jab), Throwing Mastery

Basic Maneuvers (24+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Dual Punch (2 pts), Elbow Strike (pts varies), Escape (2 pts), Flying Attack (Jump Kick) (2 pts), Flying Attack (Side Kick) (2 pts), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (10 pts): Breaking Blow 4 (2 pts), Nerve Strike 2 (3 pts), Soft Landing 4 (2 pts), Strong Throw 3 (3 pts)

* See **Better Mousetrap 3e**

KUNG FU, GENERAL

59+ points

Kung fu means, essentially, "hard work" or "great skill/accomplishment." It is the common name for a broad range of ancient Chinese martial arts dating back a thousand years or more. It is also often called "Wushu" to differentiate it from all the other things "kung fu" may apply to—basically any skill of great accomplishment and ability reached after long study and hard work. The fighting art spread to the West with Chinese immigration in the 1800s but did not become popular among Westerners until the mid-1900s.

A kung fu teacher is called a *sifu* and the practice hall is known as a *kwoon*.

This is a generic variation used to encompass a number of separate styles. A wide variety of distinct styles are represented elsewhere.

Type: Unarmed

Stances: Neutral, plus Select Six

Style Extras (0 or more pts): Add up to 3 points in style extras

Style Flaws (–2 or more pts): Demanding 2 (split between time and penalty), add up to 3 more points in style flaws

Weapon Elements (2+ pts): Dagger/Knife, Sword, but most any melee weapon due to the many variants



Skills (5 pts): Acrobatics 3, Close Combat: General Kung Fu 4, Sleight of Hand 3

Advantages (20 pts): Defensive Attack, Flowing Form, General Kung Fu Stances, Improved Critical (Select One Combat Maneuver), Improved Defense, Improved Exchange 2 (Defensive Attack), Improved Smash, Improved Trip, Instant Up, Martial Defense, Power Attack, Shattering Blow (Select One Combat Maneuver), Soft Defense, Startle, Steadfast; select 4 points of Combat and/or Martial Arts advantages

Basic Maneuvers (27+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Flying Attack (Select One Kick Attack) (2 pts), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Jump Kick (2 pts), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts) ; select up to 3 points of appropriate basic combat maneuvers

Advanced Maneuvers (7 pts): Soft Landing 4 (2 pts); select up to 5 points worth of other suitable advanced combat maneuvers.

KYOKUSHIN KAIKAN

50+ points

This fighting style was founded in the 1960s with the philosophy of self-enlightenment and -improvement through discipline and hard, arduous training in mind. This form of karate is known for its conditioning techniques and full contact sparring without padding or the like.

Translated from Japanese to mean "the Ultimate Truth," kyokushin emphasizes practicality in its training. It leans towards realistic scenarios and practices that improve practitioners through its three core elements of techniques (kihon), forms (kata), and sparring (kuite)—or "the three Ks." Kyokushin, a circular style, does this by building on previous forms of karate and adding elements taken from sports such as boxing and kickboxing.

Type: Unarmed

Stances: Kicker, Guarded, Neutral, Offensive, Power

Style Extras (1 pt): Attack Focus (Select One Kick Attack)

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (4 pts): Staff, Chain Weapons, Short Blades, Short Blunt Weapons

Skills (4 pts): Close Combat: Kyokushin Kaikan 5, Expertise: Karate 2, Intimidation 1

Advantages (20 pts): All-Out Attack, Close Attack, Dauntless (Select One Combat Maneuver), Empowered Critical (Select One Combat Maneuver), Finish Them, Hard Defense, Improved Disabling 2 (Select One Attack at 2 Ranks or Two Attacks at 1 Rank Each), Improved Disarm, Improved Exchange 2 (All-Out Attack), Instant Up, Just a Scratch, Kata (Kyokushin Kaikan), Kyokushin Kaikan Stances, Martial Balance, Moment of Weakness * (Select One Action), Power Attack, Pummel (Select One Combat Maneuver), Shattering Blow (Select One Combat Maneuver)

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Flying Attack (Basic Kick) (2 pts), Hammer Blow (1 pt), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (10 pts): Awesome Strike 9 (Punch) (2 pts), Iron Shirt 4 (2 pts), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**



KYUJUTSU / KYUDO

38 points

The traditional art of Japanese archery, kyujutus has a long history of martial significance and honor. This style has since evolved into its modern form, kyudo ("the Way of the Bow") following a decline that came from the introduction of firearms to 16th-centurey Japan. Kyujutsu was an important part of a samurai's training, along with swordsmanship, and emphasizes precision, physical discipline, and mental clarity.

Type: Weapon (Bow)

Stances: Firing, High, Low, Neutral, Weapon

Style Extras (1 pt): Attack Focus (Bow)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (0 pts): None

Skills (2 pts): Expertise: Bowyer (DEX) 1, Expertise: Fletcher (DEX) 1, Ranged Combat: Kyujutsu/Kyudo 2. Traditionalists will also have Expertise: Riding (AGI) 4.

Advantages (17 pts): Accurate Attack, Attack Mastery (Bow), Attack Specialist (Bow), Defensive Attack, Empowered Critical (Basic Bow Attacks), First Strike, Improved Aim, Improved Critical 2 (Bow), Improved Readiness (Basic Bow Attacks), Kyujutsu/ Kyudo Stances, Move-By Action, Precise Attack (Ranged, Cover), Ranged Attack 2, Superior Disabling 2 (Basic Bow Attacks)

Basic Maneuvers (0 pts): Basic Bow Attacks (0 pts)

Advanced Maneuvers (20 pts): Bank Shot 2 (Kyujutsu Ranged Attacks) (3 pts), Eagle Eye Aim 6 (3 pts), Empty Mind 3 (12 pts), Extreme Distance Shot 1 (Bow) (2 pts)

KYUKI DO

58+ points

This Korean fighting style incorporates aspects from various other martial arts, including those of the Philippines, China, and Japan. Aside from its martial aspects, kyuki do endeavors to teach character traits such as respect for others, humility, self-control, and perseverance. Spiritual and mental training is as highly regarded as physical training by practitioners, the latter of which aims to be versatile and capable at various melee ranges. As a modern fighting style, kyuki do continues to adapt and evolve.

Type: Unarmed

Stances: Grounded, Guarded, High, Neutral, Offensive, Reactive

Style Extras (1 pt): Spiritual

Style Flaws (–3 pts): Demanding 2 (14 hours, –1)

Weapon Elements (9 pts): Brass Knuckles, Chain (especially nunchaku), Kama, Sai, Shield, Spear, Staff, Sword, Tonfa

Skills (6 pts): Close Combat: Kyuki Do 6, Expertise: Martial Arts 3, Expertise: Theology & Philosophy (AWE/INT) 3

Advantages (15 pts): Active Disarm, Counterstrike, Defensive Strike, Defensive Throw, Fast Grab, Grabbing Parry, Great Endurance, Improved Defense, Improved Disarm, Improved Hold, Improved Throw *, Instant Up, Kyuki Do Stances, Martial Balance, Offensive Defense

Basic Maneuvers (20+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Crescent Kick (Inwards) (8 pts), Crescent Kick (Outwards) (4 pts), Hammer Blow (1 pt), Hook (1 pt), Knife Hand (1 pt), Roundhouse Kick (pts varies), Side Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (10 pts): Shattering Kiai 4 (8 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

LATIGO Y DAGA

46+ points

A Filipino fighting art, "whip and dagger" was developed by Tom Meadows in the late 1980s. It utilizes traditional whip techniques alone or in conjunction with a dagger in the offhand (or, optionally, open hand techniques). Despite the misconception that the whip is not a weapon to be taken seriously, the one preferred by this art is short (four to five feet long), allowing it to be prepared again quickly. This means it can be drawn back and another attack made with surprising speed. As such, the weapon retains the ability to rapidly blind, flay, and strike with excruciating consequences.

Practitioners of this fighting style have been known to add sharp or pointed weights to the tip of their whips (known as "stingray tails.") Some also or alternatively place spikes or blades in the bottom of the grip for increased lethality.

Type: Weapon (Whip/Latigo)

Stances: Extended, Guarded, Low, Neutral, Offensive, Reactive, Weapon

Style Extras (2 pts): Attack Focus 2 (Dagger/Knife, Whip)

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (2 pts): Dagger/Knife, Unarmed

Skills (3 pts): Close Combat: Latigo y Daga 4, Deception 2

Advantages (20 pts): Accurate Attack, Attack Mastery 2 (Dagger/Knife, Whip), Attack Specialist 2 (Dagger/Knife, Whip), Chokehold, Deceptive Stance, Empowered Critical 2 (Select Two Combat Maneuvers), Fast Grab, Guard Weapon, Improved Disarm, Improved Entangle Weapon, Improved Tricking, Improved Trip, Latigo y Daga Stances, Quick Strike, Redirect, Unbalancing Strike, Weapon Bind

Basic Maneuvers (3+ pts): Basic Whip Attacks (0 pts), Clothesline (pts varies), Eye Gouge (pts varies), Jab (pts varies), Lunge (1 pt), Sweep (2 pts)

Advanced Maneuvers (18 pts): Blinding Strike 4 (4 pts), Deep Cut 6 (Basic Whip Attack; requires a stingray tail to use with the whip) (4 pts), Nerve Strike 2 (3 pts), Retaliation Strike 2 (7 pts)

LAW ENFORCEMENT TRAINING

14+ points

Almost all police receive rudimentary hand-to-hand training as part of the necessary preparation for taking on their duties. Focus is on subdual and restraint, emphasizing safety, functionality, and practicality over style. Flash and flare is thrown right out the window.

Type: Unarmed

Stances: Firing, Guarded, Neutral, Offensive

Style Extras (1 pt): None

Style Flaws (–3 pts): No Nonsense 3

Weapon Elements (2 pts): Baton/Tonfa, Pistol

Skills (4 pts): Close Combat: Law Enforcement 1, Intimidation 2, Perception 2, Persuasion 3

Advantages (5 pts): Chokehold, Fast Grab, Improved Grab, Law Enforcement Training Stances, Teamwork

Basic Maneuvers (5+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Knee Strike (2 pts), Throw (3 pts)

Advanced Maneuvers (0 pts): None



LIMALAMA

68+ points

"The Hand of Wisdom" is an American-Samoan fighting style derived in the mid-twentieth century from ancient Samoan combat techniques and street-fighting experience. Attacks are designed to be devastating, utilizing techniques that focus on balance, shifting of weight, and coordination. Circular joint locks and hand trap maneuvers are also common, as is pressure point exploitation and bone breaking.

Type: Unarmed

Stances: Grappler, Guarded, Kicker, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (2 pts): Dagger/Knife, Stick

Skills (5 pts): Close Combat: Limalama 4, Expertise: Dancing (AGI/INT) 2, Expertise: Martial Arts 2, Insight 2

Advantages (27 pts): All-Out Attack, Aggressive Escape (Select One Combat Maneuver), Assessment, Cheap Shot, Chokehold, Crushing Hold, Grabbing Parry, Great Endurance, Hard Defense, Improved Disabling 2 (Grab), Improved Disabling 2 (Select One Combat Maneuver), Improved Grab, Improved Hold, Improved Joint Lock, Improved Throw *, Instant Up, Joint Lock, Limalama Stances, Martial Balance, Martial Defense, Offensive Defense, Power Attack, Superior Disabling 2 (Grab), Takedown

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Haymaker (3 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (21 pts): Combat Awareness (1 pt), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Nerve Strike 4 (5 pts)

* See **Better Mousetrap 3e**

LIU HE BA FA

68+ points

An internal Chinese fighting style, "Six Harmonies and Eight Methods" is more commonly known as "Water Boxing." It is so named for its fluid, wobbling movements, much like water flowing down a slope around obstacles. It teaches that one's mind and intentions should be focused on one's movements and techniques, fluidly switching from one to the next using intention rather than physical force. One's spirit is also combined with one's mind, body, and movements to reduce one's techniques to a matter of reaction based on intent. Water boxing often employs darting and/or wide, circular hand motions.

Type: Unarmed

Stances: Avoiding, Bobbing, Fluid, Low, Neutral, Reactive, Weapon

Style Extras (1 pt): Spiritual

Style Flaws (–3 pts): Demanding 3

Weapon Elements (2 pts): Staff, Sword

Skills (7 pts): Close Combat Liu He Ba Fa 3, Expertise: Theology & Philosophy (AWE/INT) 4, Perception 4, Insight 3

Advantages (19 pts): Anticipation, Daze (Deception), Cunning Fighter, Dedicated Defense, Defensive Attack, Defensive Feint, Escapist, Flowing Form, Great Endurance, Kata (Liu He Ba Fa), Improved Readiness (Knife Hand), Instant Up, Liu He Ba Fa Stances, Martial Balance, Mobile Trance, Preferred Stance (Fluid), Quick Strike, Trance, Warrior's Trance

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Exploding Strike (1 pt), Hook (1 pt), Knife Hand (1 pt), Lunge (1 pt), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (32 pts): Calm Defense 6 (6 pts), Chi Sense (1 pt), Combat Awareness (1 pt), Empty Mind 4 (16 pts), Lightning Strike (3 pts), Whirlwind Block 3 (5 pts)

LUCHA LIBRE

72+ points

"Free Wrestling" is a form of professional wrestling popular in Mexico and several other Spanish-speaking, Central, and Southern American nations. Although it bears considerable resemblance to its American counterpart, lucha libre follows a much faster pace and utilizes acrobatic, high-flying maneuvers that still outdo most anything performed elsewhere in sports entertainment.

Unlike its English-speaking cousin, lucha libre's rules forbid the mask-wearing luchadores from using the ropes for leverage in their maneuvers, and opponents on the ropes must be released. Using illegal moves (including weapons) also results in disqualification. Matches usually extend to the best two out of three falls.



Type: Unarmed

Stances: Grappler, Misleading, Neutral, Showman, Throwing, select one additional stance

Style Extras (2 pts): Mobile 2

Style Flaws (–3 pts): Demanding (7 hours, –1), Impractical 2

Weapon Elements (0 pts): None

Skills (11 pts): Acrobatics 4, Athletics 4, Close Combat: Lucha Libre 1, Deception 4, Expertise: Acting (PRE) 6, Expertise: Luchador (PRE) 3

Advantages (24 pts): Acrobatic Fighter, Aggressive Escape 2 (Select Two Combat Maneuvers), Agile Feint, Cheap Shot, Chokehold, Deceptive Attack 2 (Select Two Combat Maneuvers), Dirty Attack, Favored Conditions (Jumping), Grab Breaker 2 (Select Two Combat Maneuvers), Grappling Knee, Hard Grab, Improved Grab, Improved Tricking, Lucha Libre Stances, Quick Throw, Reversal, Soft Defense, Specialization * (Athletics, jumping), Stylistic Teamwork, Take the Hit, Unbalancing Strike

Basic Maneuvers (24+ pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Clothesline (pts varies), Elbow Strike (pts varies), Escape (2 pts), Flying Attack (Select Three Combat Maneuvers) (2 pts each), Haymaker (3 pts), Knee Strike (2 pts), Push/Shove (3 pts), Scissor Grapple (2 pts), Scissor Kick (1 pt), Throw (3 pts), select up to 5 points of additional attacks or make an entirely unique maneuver

Advanced Maneuvers (14 pts): Catfall (2 pts), Iron Shirt 2 (1 pt), Showboating 4 (2 pts), Soft Landing 8 (4 pts), Strong Throw 5 (5 pts)

* See **Better Mousetrap 3e**

LUNG YING

59+ points

Its full origins lost to history, "Dragon Form Kung Fu" is a combination of various regional Chinese fighting styles. A creature of both earth and water, the dragon is a symbol of strength and healing. This is illustrated by the fact that training resembles that of an external, hard style despite lung ying being considered an internal style.

Using serpentine, spiraling, and coiling movements, techniques focus on the practitioner fluidly being in an ideal position once any given maneuver has been performed. The techniques also entail delivering and retaining one's power with close range attacks. This approach means somewhat disguising one's intentions and encourages reacting to an opponent's actions rather than taking the initiative.

Dragon-like hissing is also employed to control one's chi, a principle that is extended into the style's lack of outright blocking. Instead, lung ying opts for redirection and reactive strikes or evading until an opponent tires.

Type: Unarmed

Stances: Disruptive, Grounded, Low, Misleading, Neutral, Reactive

Style Extras (3 pts): Esoteric 3

Style Flaws (–7 pts): Demanding 2 (7 hours, –2), Listless, Weak Defense 4 (Parry)

Weapon Elements (4 pts): King Dragon Heart-Piercing Pole, Spear, Staff, Sword

Skills (8 pts): Acrobatics 2, Close Combat: Lung Ying 4, Deception 4, Insight 2, Sleight of Hand 4

Advantages (28 pts): Accurate Attack, Assessment, Bob and Weave, Counterstrike 2, Crushing Hold, Deceptive Stance, Defensive Attack, Distracting Attack, Fascinate (Deception), Fast Grab, Flowing Form, Follow-Up Strike, Grabbing Parry, Great Endurance, Improved Disabling 2 (Jab), Improved Grab, Improved Readiness 2 (Elbow Strike, Jab), Instant Up, Inviting Defense, Kata (Lung Ying), Lung Ying Stances, Move-By Action, Preferred Stance (Reactive), Redirect, Specialization * (Close Combat: Lung Ying, disrupt stance)

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Jab (pts varies), Jump Kick (2 pts), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (14 pts): Chi Sense (1 pt), Chi Strike 3 (6 pts), Iron Shirt 2 (1 pt), Lightning Strike (3 pts) Nimble Dodge 4 (3 pts)

* See **Better Mousetrap 3e**

MIAN QUAN

62+ points

A Northern Chinese fighting style, "Cotton Fist Kung Fu" or "Continuous Fist" teaches that the practitioner's attacks should always follow that of their foe. Practitioners should aggressively and mercilessly pursue victory through redirection and deflection by deriving hardness from softness and offense from defense. Making the opponent believe you are weak and then strike aggressively when they move to act.

Mian quan leads with soft attacks and maneuvering, setting up the opponent for a harder follow-up in the preferred close range. Attacks are also made by "sticking" to the opponent. Once one blow is landed, the next should follow immediately, and so on, rather than pulling the hands back for a "one-two" exchange of blows.

Type: Unarmed

Stances: Guarded, Low, Neutral, Offensive, Pugilist, Wary

Style Extras (3 pts): Aggressive, Esoteric 2

Style Flaws (–3 pts): Clumsy Attack (Grab), Demanding (7 hours, –1), Listless

Weapon Elements (0 pts): None

Skills (5 pts): Close Combat: Mian Quan 4, Deception 6

Advantages (31 pts): Assessment, Cheap Shot 2, Counterstrike, Dauntless (Jab), Defensive Roll 2, Empowered Critical (Jab), Finish Them, Follow Up Strike, Improved Assessment, Improved Critical 2 (Exploding Strike), Improved Critical 2 (Jab), Improved Defense, Improved Disarm, Improved Joint Lock, Improved Readiness (Jab), Instant Up, Joint Lock, Kata (Mian Quan), Knockout (Jab), Martial Balance, Martial Defense, Mian Quan Stances, Power Attack, Soft Defense, Specialization * (Deception,: feinting), Superior Disabling 2 (Jab)

Basic Maneuvers (4+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts)

Advanced Maneuvers (22 pts): Chi Strike 4 (8 pts), Lightning Strike (3 pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**

Beefing Up Mian Quan Hand Speed

If you are using the Extra Attacks effect (pg 84) in your game, add a rank to Mian Quan as an advanced combat maneuver.

Speeding Strikes: Extra Attacks 1 • **5 points**

MIZONG QUAN

69+ points

"Lost Track Fist," or "Labrinthine Fist" as it is sometimes also known, is an external, Northern Chinese fighting style rooted in legend and myth. Its techniques are masked by deceptive maneuvers, changing rapidly in their implementation to remain unpredictable and flexible. Despite this focus on mobility, mizong utilizes corkscrewing and snapping methods for delivering strikes to prevent the loss of power that usually results from such maneuvering. As such, attacks are generally short and circular, and accompanied by distracting, confusing footwork.

Type: Unarmed

Stances: Avoiding, Bobbing, Disruptive, Grappler, Fluid, Misleading, Neutral

Style Extras (6 pts): Attack Focus (Exploding Strike), Esoteric 3, Mobility 2

Style Flaws (–2 pts): Demanding 2 (14 hours, –2)

Weapon Elements (3 pts): Spear, Staff, Sword

Skills (8 pts): Acrobatics 2, Close Combat: Mizong Quan 4, Deception 6, Insight 4

Advantages (25 pts): Chokehold, Daze (Deception), Deceptive Attack 2 (Exploding Strike, Throw), Deceptive Stance 2, Defensive Attack, Defensive Strike, Defensive Throw, Grab Breaker (Exploding Strike), Improved Grab, Improved Joint Lock, Improved Tricking, Instant Up, Joint Lock, Kata (Mizong Quan), Martial Defense, Mizong Quan Stances, Mobile Defense, Move-By Action, Offensive Defense, Preferred Stance (Misleading), Reversal, Specialization 2 * (Deception, feinting; Deception, tricking)

Basic Maneuvers (13 pts): Basic Unarmed Attacks (0 pts), Exploding Strike (1 pt), Knife Hand (1 pt), Jump Kick (2 pts), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (16+ pts): Nimble Dodge 6 (use Deception instead of Acrobatics) (5 pts), Riposte 3 (9+ pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

Muay Thai Kickboxing

50+ points

Also known as Thai kickboxing and "the Art of Eight Limbs," Muay Thai is a brutal fighting style of kicks, knee and elbow strikes, and punches. It relies on blocks for defense and has no formalized holds or throws (although "clinching" and tripping is common), the intention being to beat an opponent to a pulp as quickly as possible. It is used in competitive sport and is the national martial art of Thailand.

Type: Unarmed

Stances: Avoiding, Kicker, Guarded, Neutral, Offensive, Power

Style Extras (3 pts): Aggressive, Attack Focus 2 (Knee Strike, Select One Kick Attack)

Style Flaws (–4 pts): Clumsy Attacks (Holds/Locks), Clumsy Attacks (Push/Shoves that don't use the shins), Clumsy Attacks (Throws), Demanding (7 hours, –1)

Weapon Elements (0 pts): None

Skills (4 pts): Close Combat: Muay Thai 5, Expertise: Dancing (AGI/INT) 3

Advantages (22 pts): All-Out Attack, Attack Specialist (Select Knee Strike *or* One Kick Attack),Cheap Shot, Empowered Critical 2 (Shin Attack, Select One Kick Attack), Finish Them, Hard Defense, Improved Critical (Select One Combat Maneuver), Improved Defense, Improved Disabling 2 (Knee Strike), Improved Disabling 2 (Select One Combat Maneuver), Just a Scratch, Muay Thai Stances, Not So Helpless, Power Attack, Pummel (Select One Combat Maneuver), Soft Defense, Takedown, Take the Hit, Up In Your Face

Basic Maneuvers (19+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Flying Attack (Basic Kick) (2 pts), Flying Attack (Knee Strike) (2 pts), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts), Uppercut (5 pts)

Advanced Maneuvers (6 pts): Awesome Strike 6 (Basic Punch) (1 pt), Awesome Strike 6 (Unarmed Shin Attack) (1 pt), Wallop 3 (4 pts)

Naginatajutsu

37+ points

A Japanese fighting style revolving around wielding the naginata, today it has evolved into a sport. The naginata was once employed in troop formations against cavalry and was later relegated to a weapon popular with women of the samurai class. Here, the polearm became both a status symbol and means of defending the home while the men were away. In this regards, naginatajutsu remains a favorite fighting style and sport amongst Japanese women.

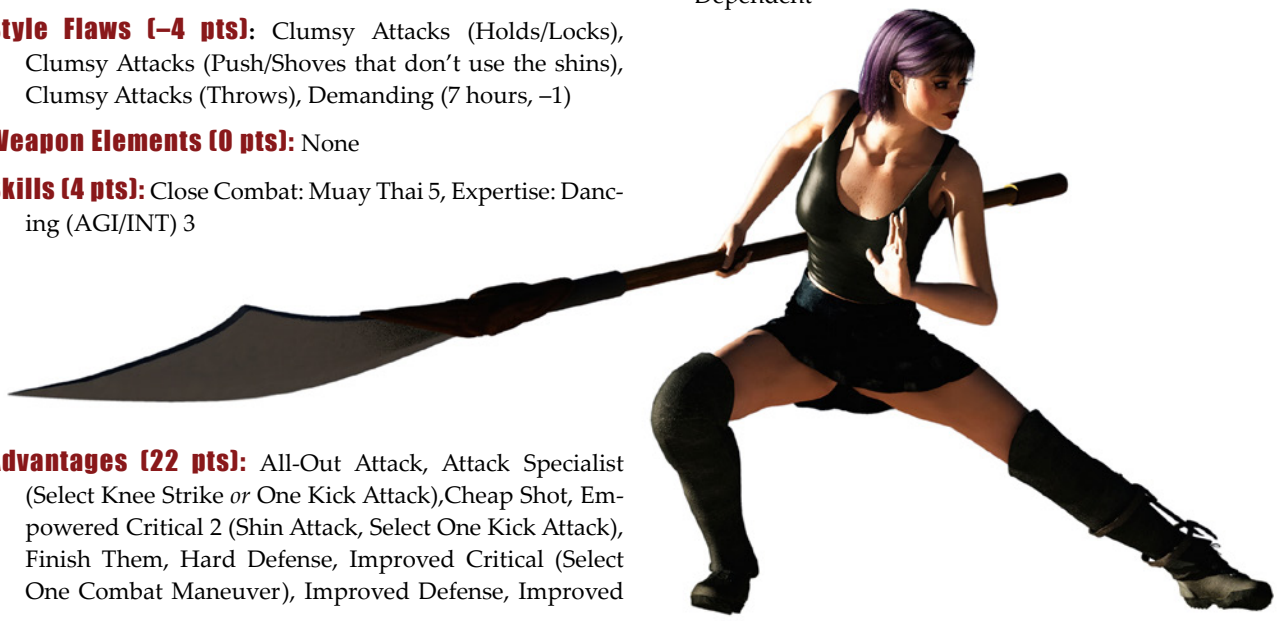
Naginatajutsu may be used as the basis for building other fighting styles focusing on a single polearm.

Type: Weapon (Naginata)

Stances: Extended, Grounded, Guarded, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Naginata)

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent



Weapon Elements (1 pt): Staff

Skills (5 pts): Close Combat: Naginatajutsu 2, Deception 4, Martial Arts 2, Insight 2

Advantages (11 pts): Accurate Attack, Active Disarm, All-Out Attack, Attack Mastery (Naginata), Attack Specialist (Naginata), Martial Balance, Mobile Defense, Mobile Offense, Naginatajutsu Stances, Specialization * (Deception, feinting), Stylistic Teamwork

Basic Maneuvers (4+ pts): Basic Naginata Strikes (0 pts), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Sweep (2 pts)

Advanced Maneuvers (18+ pts): Deep Cut 4 (3pts), Lightning Strike (3 pts), Riposte 4 (12+ pts)

* See **Better Mousetrap 3e**

NINJUTSU

66+ points

Ninjutsu is associated with Japanese ninja (shinobi) and similar stealthy assassins. It combines athleticism (including breathing techniques), camouflage and stealth, adaptation, climbing and leaping, and combat techniques. All of these talents are backed by an assortment of tactics and philosophies concerning espionage, self-preservation, and enlightenment.

There is no sporting or competitive variation, and ninjutsu is considered a fighting style aimed entirely at "real world" needs and consequences. The combat aspect of ninjutsu is technically called taijutsu, but the style here assumes the broad range of "ninja" training. It does not presume any of the more fantastic options one may attribute to ninjas (for that, see the mystic ninjutsu fighting style, pg 252).

Type: Unarmed

Stances: Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Extras (1 pt): Esoteric

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (7 pts): Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Skills (16 pts): Acrobatics 4, Athletics 4, Close Combat: Ninjutsu 4, Deception 4, Expertise: Survival (AWE) 2, Expertise: Tactics 2, Expertise: Theology & Philosophy (AWE/INT) 2, Sleight of Hand 4, Stealth 6

Advantages (21 pts): Ambush, Chokehold, Deceptive Attack 2 (Select Two Combat Maneuvers), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Select Two Combat Maneuvers), First Strike, Hide in Plain Sight, Improved Escape, Improvised Weapon, Lie in Wait, Martial Defense, Ninjutsu Stances, Parkour, Sneak Attack *, Startle, Takedown

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Ear Shot (pts varies), Elbow Strike (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (10 pts): Blind Fighting (2 pts), Blinding Strike 3 (3 pts), Eagle Eye Aim 2 (1 pt), Nerve Strike 2 (3 pts), Skillful Invisibility (1 pt)

* See **Better Mousetrap 3e**



OKICHITAW

55+ points

Supposedly rooted in ancient, Native American combat techniques, this Canadian fighting style also utilizes aspects of hapkido, judo, and taekwondo (thus throwing the validity of its origins into question). Training includes grappling and hand strikes, and heavily relies on weapon usage. Hand positioning assumes dual wielding a tomahawk (hand axe) and knife even when the hands are empty. Flips and rolls into and out of combat are common, especially as part of initiating a throw or takedown. Techniques use "reckless bravery," meaning an opponent is attacked directly by relying on strength and physical conditioning.



Type: Unarmed

Stances: Grappler, Grounded, Neutral, Offensive, Throwing, Weapon

Style Extras (3 pts): Aggressive, Attack Focus 2 (Hand Axe, Dagger/Knife)

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (4 pts): Club, Hand Axe, Dagger/Knife, Spear

Skills (7 pts): Acrobatics 4, Athletics 3, Close Combat: Okichitaw 4, Expertise: Martial Arts 1, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (22 pts): Acrobatic Fighter, Aggressive Escape (Throw), All-Out Attack, Armed Grab, Benefit (Ambidextrous), Cunning Fighter, Finish Them, Follow-Up Strike, Great Endurance, Guard Weapon, Improved Grab, Improved Throw *, Instant Up, Languages (Cree), Martial Defense, Offensive Defense, Okichitaw Stances, Power Attack, Specialization * (Expertise: Theology & Philosophy, Native American Spiritualism), Sweeping Strike, Takedown, Weapon Bind

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Jab (pts varies), Knee Strike (2 pts), Side Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (12 pts): Awesome Strike 6 (Throw) (1 pt), Focused Strike 2 (Hand Axe) (3 pts), Focused Strike 2 (Jab) (3 pts), Focused Strike 2 (Knife) (3 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

Pankration

44+ points

An ancient Greek fighting style and sport that mixes boxing and wrestling techniques, it is the foundation of modern mixed martial arts competition methodology. Although its origins are steeped in mythology, it was most likely born out of ancient Greece's need for violent entertainment, although it certainly bears little resemblance to most regulated sporting styles of today. Attacks utilize kicks and hand strikes, usually leading with the former to be followed by the latter. These attacks are intended to harm or wind the tget so the practitioner may move in closer, grapple, and utilize takedown and submission techniques.

Type: Unarmed

Stances: Grappler, Guarded, Neutral, Prone, Pugilist

Style Extras (2 pts): Aggressive, Attack Focus (Grab)

Style Flaws (–0 pts): None

Weapon Elements (0 pts): None, but practitioners would sometimes employ the cestus in their bouts

Skills (4 pts): Close Combat: Pankration 3, Deception 2, Insight 2, Sleight of Hand 1

Advantages (27 pts): All-Out Attack, Assessment, Cheap Shot 2, Chokehold, Counterstrike, Crushing Hold, Devastating Hold, Escapist, Fast Grab, Improved Disabling (Jab), Improved Disabling 2 (Joint Lock), Improved Escape, Hard Defense, Improved Grab, Improved Hold, Improved Joint Lock, Joint Lock, Offensive Defense, Pankration Stances, Power Attack, Prone Fighting, Reversal, Soft Defense, Superior Disabling 2 (Joint Lock)

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Jab (pts varies), Hook (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (5+ pts): Awesome Strike 6 (Throw) (1 pt), Bear's Grapple 2 (1 pt), Riposte 1 (3+ pts)

Pao Quan

62+ points

"Leopard Fist Kung Fu" is an extremely aggressive fighting style that teaches blocking alone is a waste and that an attack should be used as the best form of defense. Rather than drawing on strength, pao quan utilizes speed and cunning to deliver power and to strike where the blow will be most effective. Hit and run tactics are also common, leading to a penchant for mobility and evasiveness until the time comes to strike.

Type: Unarmed

Stances: Avoiding, Low, Neutral, Pugilist, Weapon

Style Extras (5 pts): Aggressive, Attack Focus 2 (Exploding Strike, Leopard Fist), Mobile 2

Style Flaws (–7 pts): Demanding 3 (14 hours, –2), Weak Defense 4 (Parry)

Weapon Elements (4 pts): Kwan Dao, Spear, Staff, Sword

Skills (5 pts): Acrobatics 2, Close Combat: Pao Quan 5, Expertise: Tactics 3

Advantages (24 pts): Action Surge, Attack Mastery (Leopard Fist), Attack Specialist (Leopard Fist), Bob and Weave, Counterstrike 2, Cunning Fighter, Dauntless (Leopard Fist), Defensive Strike, Empowered Critical (Leopard Fist), Evasion, First Strike, Improved Disabling 2 (Leopard Fist), Instant Up, Kata (Pao Quan), Mobile Offense, Move-By Attack, Offensive Defense, Pao Quan Stances, Power Attack, Preferred Stance (Low), Quick Strike, Takedown

Basic Maneuvers (16+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Leopard Fist (4 pts; see sidebar), Roundhouse Kick (pts varies), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (15 pts): Eagle Eye Aim 4 (2 pts), Focused Strike 4 (Exploding Strike) (5 pts), Focused Strike 4 (Leopard Fist) (5 pts), Lightning Strike (3 pts)

Pao Quan Basic Maneuver: Leopard Fist

This is a unique attack that combines a rapid fist strike and block in one maneuver.

Leopard Fist: Strength-Base Damage 1, Reaction (When Attacked in Melee), Penetrating, Inaccurate • **4 points**

Pentjak Silat

71+ points

Rarely taught outside the region, this is an Indonesian fighting style with several hundred sub-styles. "To Fight Using Skilled Body Movements" has been honed in combat for more than one thousand years and continues to be employed in inter-tribal conflict. Each style has its own refinements and differs to various degrees, so the following is a representative amalgamation.

The adaptable combat art makes extensive use of weapons (especially the serpentine kris knife), coupled with open-hand strikes, kicks, and rolling. It also extensively employs spinning grapples (including maneuvers that use the feet and legs instead of hands) and takedowns accomplished through a rigorous program of physical fitness.

Type: Unarmed

Stances: Fluid, Low, Neutral, Offensive, Prone, Reactive, Weapon

Style Extras (3 pts): Attack Focus 2 (Dagger/Knife, Grab), Esoteric

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (7 pts): Chain Weapons, Dagger/Knife, Spear, Staff, Stick, Sword, Whip

Skills (11 pts): Acrobatics 4, Athletics 2, Close Combat: Pentjak Silat 4, Deception 3, Expertise: Martial Arts 4, Expertise: Martial Showman 2, Insight 3

Advantages (24 pts): Acrobatic Defense, Acrobatic Fighter, Aggressive Escape (Unarmed), Chokehold, Crushing Hold, Dauntless (Select One Combat Maneuver), Daze (Deception), Escapist, Finish Them, Flowing Form, Grappling Knee, Great Endurance, Hard Defense, Improved Disarm, Improved Grab, Improved Joint Lock, Instant Up, Joint Lock, Martial Defense, Neck Breaker, Pentjak Silat Stances, Prone Fighting, Specialization * (Insight, Innuendo); select Improved Prone Fighting *or* Specialization * (Athletics, jumping)

Basic Maneuvers (18+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Elbow Strike (pts varies), Flying Attack (Scissor Grapple) (2 pts), Knee Strike (2 pts), Roundhouse Kick (pts varies), Roundhouse Punch (3 pts), Scissor Grapple (2 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (11 pts): Flurry 2 (Pentjak Silat Close Attacks) (3 pts), Focused Strike 2 (Grab) (3 pts), Nimble Dodge 4 (3 pts), Soft Landing 4 (2 pts)

* See **Better Mousetrap 3e**

Savate

46+ points

"Old Boot," or French Footfighting, combines an older form of kick-oriented street brawling with English inspired pugilism. Although utilized in sports competitions, savate remains a functional fighting style for self-defense and urban combat situations. Kicks tend to be low, striking at an opponent's lower torso, waist, inner leg, and knee.

Type: Unarmed

Stances: Blocking, Kicker, Neutral, Offensive, Power, Pugilist

Style Extras (1 pt): Attack Focus (Snap Kick)

Style Flaws (–3 pts): Clumsy Attacks (Grab), Demanding 2 (7 hours, –2)

Weapon Elements (1 pt): Cane/Stick

Skills (4 pts): Close Combat: Savate 4, Expertise: Streetwise (AWE) 2, Intimidation 2

Advantages (19 pts): All-Out Attack, Cheap Shot 2, Counterstrike, Cunning Fighter, Dauntless (Snap Kick), Defensive Strike, Improved Disabling (Side Kick), Improved Disabling (Snap Kick), Improved Readiness 2 (Side Kick, Snap Kick), Martial Balance, Martial Defense, Power Attack, Pummel 2 (Select Two Kick Attacks), Savate Stances, Soft Defense, Sweeping Strike

Basic Maneuvers (13+ pts): Basic Unarmed Attacks (0 pts), Headbutt (pts varies), Hook (1 pt), Roundhouse Kick (pts varies), Roundhouse Kick (Full) (3 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Uppercut (5 pts)

Advanced Maneuvers (11 pts): Eagle Eye Aim 4 (2 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Lightning Strike (3 pts)

SHAN TUNG

81+ points

A Northern Chinese fighting style, "Black Tiger Kung Fu" is an acrobatic, external style that focuses on simultaneously combating multiple opponents. This has led to the style's guiding principle that one should always fight as though surrounded by enemies. The style's origins and development are largely a mystery to non-practitioners, who guard their techniques just as jealously. A difference of combat philosophies has led to animosity between practitioners of shan tung and fu-chiao pai (pg 190).

Type: Unarmed

Stances: Extended, Grounded, Kicker, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Claw Strike)

Style Flaws (–4 pts): Clumsy Attacks (Grab), Demanding 3 (14 hours, –2)

Weapon Elements (5 pts): Dagger/Knife, Spear, Staff, Sword, Three-Section-Staff

Skills (10 pts): Acrobatics 4, Close Combat Shan Tung 4, Insight 4, Perception 4, Stealth 4

Advantages (18 pts): Acrobatic Defense, Acrobatic Fighter, Active Disarm, Assessment, Daze (Deception), Cunning Fighter, Defensive Attack, Dedicated Defense, Improved Assessment 3, Improved Disarm, Instant Up, Kata (Shan Tung), Opposing Style (Fu-Chiao Pai), Preferred Stance (Low), Shan Tung Stances, Steadfast

Basic Maneuvers (27+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Elbow Strike (pts varies), Flying Attack (Snap Kick) (2 pts), Hammer Blow (1 pt), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (24 pts): Awesome Strike 6 (Claw Strike) (1 pt), Combat Awareness (1 pt), Dim Mak 4 (17 pts), Focused Strike 4 (Claw Strike) (5 pts)

SHAOLIN KUNG FU, GENERAL

99 points

Many forms of kung fu (gung fu) originated in China's Shaolin Monastery, and still more were derived from those original styles. However, those styles of kung fu with a direct relationship to the temple have been generalized here for convenience. Although Shaolin kung fu appears to be an external style, this is a carefully crafted perception intended to both trick and entertain the masses. This facade conceals the fact that the core of the fighting style is an internal harmony between body, mind, and spirit. As such, a practitioner will use only that violence which is necessary to resolve a conflict and only resort to that when all other solutions have been rendered untenable.

Type: Unarmed



Stances: Avoiding, Guarded, High, Low, Neutral, Wary, Weapon

Style Extras (2 pts): Defensive, Spiritual

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (6 pts): Bow, Chain, Dagger/Knife, Spear, Staff, Sword

Skills (15 pts): Acrobatics 6, Athletics 2, Close Combat: Shaolin Kung Fu 6, Expertise: Martial Arts 4, Expertise: Martial Showman 4, Expertise: Theology & Philosophy (AWE/INT) 4, Insight 4

Advantages (33 pts): Acrobatic Fighter, Defensive Attack, Defensive Feint, Defensive Roll, Defensive Throw, Flowing Form, Grabbing Parry, Healing Touch (Expertise: Martial Arts), Healing Trance, Improved Disarm, Improved Exchange 2 (Defensive Attack), Improved Grab, Improved Hold, Improved Joint Lock, Improved Smash, Improved Trip, Instant Up, Joint Lock, Martial Defense, Shaolin Kung Fu Stances, Skill Mastery 4 (Acrobatics, Expertise: Martial Showman, Insight, Select One Skill), Specialization 3 * (Athletics, jumping; Expertise: Martial Arts, kung fu; Expertise: Theology & Philosophy, Ch'an Buddhism/Zen), Steadfast 2, Teamwork, Trance, Weapon Bind

Basic Maneuvers (27 pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Dual Punch (2 pts), Flying Attack (Axe Kick) (2 pts), Flying Attack (Jump Kick) (2 pts), Jump Kick (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (19 pts): Blind Fighting (2 pts), Calm Defense 4 (4 pts), Sense Aggression (2 pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**

She Quan Kung Fu

58+ points

"Snake Boxing" is an internal Chinese kung fu style so named because it imitates a serpent's movements. These techniques include moving around and entwining oneself with an opponent to either grapple them or strike from unexpected angles. Using sinuous movement rooted in one's abdomen, a practitioner uses whipping motions to create power down their body's length. This power is then transferred to the hands for striking, especially at vital targets while the fingers are put together in a shape resembling a snake's diamond-like head. Patience and precision are essential principles of the style.

Type: Unarmed

Stances: Avoiding, Fluid, Grappler, Grounded, Low, Neutral, Weapon

Style Extras (2 pts): Attack Focus 2 (Exploding Strike, Jab)

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding 2 (7 hours, –2), Listless

Weapon Elements (2 pts): Spear, Sword

Skills (8 pts): Acrobatics 2, Close Combat: She Quan Kung Fu 5, Deception 5, Insight 4

Advantages (21 pts): Acrobatic Defense, Assessment, Bob and Weave, Chokehold, Counterstrike, Cheap Shot 2, Fast Grab, Flowing Form, Improved Disabling 2 (Exploding Strike), Instant Up, Living Weapon (Exploding Strike), Martial Defense, Move-By Action, Preferred Stance (Avoiding), Quick Strike, She Quan Kung Fu Stances, Superior Disabling 2 (Exploding Strike), Takedown

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Exploding Strike (1 pt), Hammer Blow (1 pt), Jab (pts varies), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (23 pts): Blinding Strike 3 (3 pts), Cobra's Dance 2 (3 pts), Cobra Strike 4 (12 pts), Eagle Eye Aim 4 (2 pts), Focused Strike 2 (Exploding Strike) (3 pts)

Shootfighting

57+ points

This is a hybrid (mixed) fighting system that evolved from wrestling, judo, karate, kickboxing, and other martial arts in Japan in the 1970s. It is primarily intended for competition rather than practical use in real combat. Holds, punches, knees, elbows, and the like are all allowed, although the groin, eyes, and throat are off-limits as targets during matches, as is the head for punches.

Type: Unarmed

Stances: Grappler, Grounded, Low, Neutral, Offensive, Power, Pugilist

Style Extras (1 pt): Aggressive

Style Flaws (–3 pts): Demanding (7 hours, –1), Impractical 2

Weapon Elements (0 pts): None

Skills (5 pts): Close Combat: Shootfighting 5, Sleight of Hand 5

Advantages (25 pts): Aggressive Escape (Select One Combat Maneuver), All-Out Attack, Cheap Shot, Chokehold, Crushing Hold, Defensive Throw, Diehard, Dirty Attack, Escapist, Fast Grab, Grab Breaker (Select One Combat Maneuver), Hard Defense, Hard Grab, Hard Throw, Improved Escape, Improved Grab, Improved Hold, Improved Joint Lock, Joint Lock, Knockout (Select One Combat Maneuver), Power Attack, Prone Fighting, Shootfighting Stances, Take the Hit, Up In Your Face

Basic Maneuvers (24+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Ear Shot (pts varies), Elbow Strike (pts varies), Escape (2 pts), Hammer Blow (1 pt), Headbutt (pts varies), Knee Strike (2 pts), Lunge (1 pt), Push/Shove (3 pts), Scissor Grapple (2 pts), Side Kick (1 pt), Sweep (2 pts), Throw (3 pts), Uppercut (5 pts)

Advanced Maneuvers (5 pts): Bear's Grapple 2 (1 pt), Iron Shirt 4 (2 pts), Soft Landing 4 (2 pts)



SHORINJI KEMPO

43 points

This prevalent kempo style is as much a spiritual path of Zen Buddhism as it is a martial art. With substantial ties to Shaolin kung fu, shorinji kempo teaches that one needs to care for others as much as it trains practitioners in the art of self-defense. It does so to the point where teachers are forbidden from profiting from training others. Also, bouts are used as a means of testing oneself, disallowing it from being treated like a competitive sport.

Type: Unarmed

Stances: Avoiding, Guarded, Grappler, Neutral, Reactive, Throwing

Style Extras (2 pts): Attack Focus (Select One Combat Maneuver), Spiritual

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (1 pt): Staff

Skills (5 pts): Close Combat: Shorinji Kemp 5, Expertise: Theology & Philosophy (AWE/INT) 5

Advantages (18 pts): Accurate Attack, Active Disarm, Defensive Throw, Escapist, Grabbing Parry, Hard Throw, Healing Touch (Expertise: Martial Arts), Healing Trance, Improved Disabling (Arm Hold/Lock), Improved Grab, Improved Joint Lock, Improved Throw *, Joint Lock, Martial Defense, Reversal, Shorinji Kempo Stances, Specialization * (Expertise: Theology & Philosophy, Zen Buddhism), Trance

Basic Maneuvers (9 pts): Basic Unarmed Attacks (0 pts), Hammer Blow (1 pt), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (10 pts): Nerve Strike 2 (3 pts), Sense Aggression (2 pts), Soft Landing 4 (2 pts), Stone Touch 3 (3 pts)

* See **Better Mousetrap 3e**

SHOTOKAN-RYU

64+ points

Labeled "pine waves hall" after its first dojo, shotokan was named by its students rather than its creator during the 1930s. This external style of karate focuses on deep, long stances that encourage stability, powerful leg techniques, and stable movement. The style underscores the practice of strength building and fluidity. Extensive use of kicks, made more powerful by employing the hips to build momentum, is the style's foundation. Standing one's ground is also important, and most practitioners take a poor view of weapon use despite such techniques being a part of the style's training.

Type: Unarmed

Stances: Fluid, Low, Grounded, Kicker, Neutral, Offensive, Power

Style Extras (1 pt): Aggressive

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (4 pts): Staff, Chain Weapons, Short Blades, Short Blunt Weapons, although all are generally frowned upon as detracting from the hand-to-hand techniques.

Skills (4 pts): Athletics 2, Close Combat: Shotokan-Ryu 4, Expertise: Martial Arts 2

Advantages (17 pts): All-Out Attack, Dauntless (Select One Combat Maneuver), Empowered Critical 2 (Select Two Combat Maneuvers), Follow-Up Strike, Improved Disabling 2 (Select One Attack at 2 Ranks or Two Attacks At 1 Rank Each), Improved Disarm, Instant Up, Kata (Shotokan-Ryu), Martial Balance, Martial Defense, Offensive Defense, Power Attack, Preferred Stance (Low), Pummel (Select One Kick Attack), Shotokan-Ryu Stances

Basic Maneuvers (28+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Crescent Kick (Outward) (4 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Hammer Blow (1 pt), Hook (1 pt), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (12 pts): Awesome Strike 6 (Select One Kick Attack) (1 pt), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Nerve Strike 2 (3 pts), Soft Landing 4 (2 pts)

SHURIKENJUTSU

30 points



The Japanese art of throwing shuriken, practitioners can expand their repertoire to include other thrown weapons.

Type: Weapon (Shuriken)

Stances: Firing, Neutral

Style Extras (1 pt): Attack Focus (Shuriken)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (0+ pts): Any thrown weapon

Skills (1 pt): Ranged Combat: Shurikenjutsu 2

Advantages (13 pts): Accurate Attack, Attack Mastery (Shuriken), Attack Specialist (Shuriken), Improved Aim, Improved Disabling 2 (Shuriken), Multiattack Mastery, Precise Attack (Ranged, Cover), Shurikenjutsu Stances, Superior Disabling 2 (Shuriken), Throwing Mastery 2

Basic Maneuvers (0 pts): Basic Thrown Shuriken Attack (0 pts)

Advanced Maneuvers (17pts): Deep Cut 6 (Shuriken) (4 pts), Eagle Eye Aim 6 (3 pts), Extreme Distance Shot (Shuriken) (2 pts), Flurry 2 (Shurikenjutsu Ranged Attacks) (3 pts), Focused Strike 4 (Shuriken) (5 pts)

SILAMBAM

45+ points

A companion fighting style of kalarippayattu (pg 202), silambam is named for the bamboo staff that is the style's fundamentl weapon. Originally devised as a way to defend oneself against wild animals, this Dravidian style was later adapted to fight invaders, including the British. The staff is typically (but not always) held at one end and whirled about in a dizzying display that can be used to perform complex blocks and attacks.

Type: Weapon (Staff)

Stances: Blocking, Extended, Low, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Staff)

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (3 pts): Dagger/Knife, Stick, Sword

Skills (4 pts): Acrobatics 2, Close Combat: Silambam 2, Expertise: Theology & Philosophy (AWE/INT) 2, Insight 2

Advantages (14 pts): Accurate Attack, Acrobatic Fighter, All-Out Attack, Attack Mastery (Staff), Attack Specialist (Staff), Cunning Fighter, Defensive Attack, Flowing Form, Follow-Up Strike, Martial Balance, Silambam Stances, Specialization * (Expertise: Theology & Philosophy, Vedic Hinduism), Trance, Warrior's Trance

Basic Maneuvers (7+ pts): Basic Staff Attacks (0 pts), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Roundhouse Punch (3 pts), Sweep (2 pts)

Advanced Maneuvers (19 pts): Focused Strike 2 (Basic Staff Attacks) (3 pts), Nerve Strike 4 (5 pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**

STREETFIGHTING

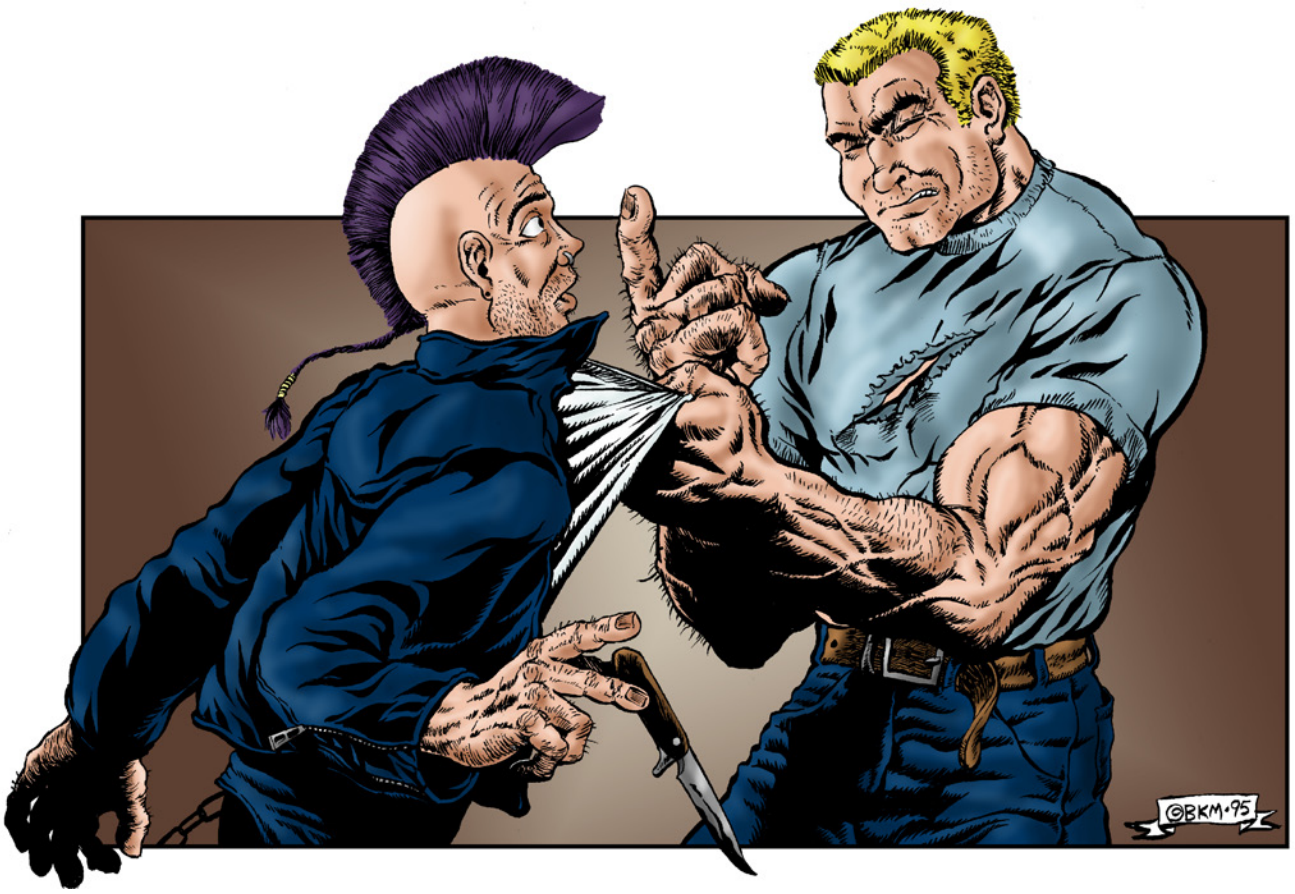
50+ points

Not a formalized fighting style per se, streetfighting (or "dirty fighting") is a raw, frantic method of brawling with little care given to methodical defense. Instead of protecting oneself properly, streetfighting emphasizes strong, brutal attacks meant to cause as much damage as possible with whatever's at hand. "Anything goes" is a street fighter's motto, and that includes employing every dirty trick and deception possible.

Type: Unarmed

Stances: Avoiding, Blocking, Finishing, Grounded, Neutral, Offensive, Wary

Style Extras (1 pt): Aggressive



Style Flaws (–0 pts): None

Weapon Elements (2 pts): One-Handed Blunt Weapons, Chains

Skills (4 pts): Close Combat: Streetfighting 1, Deception 3, Intimidation 4

Advantages (23 pts): All-Out Attack, Cheap Shot, Chokehold, Deceptive Attack (Select One Combat Maneuver), Defensive Roll 2, Dirty Attack, Daze (Intimidation), Finish Them, Hard Defense, Hard Grab, Improved Grab, Improvised Weapon Element, Offensive Defense, Power Attack, Prone Fighting, Pummel (Select One Combat Maneuver), Soft Defense, Startle, Streetfighting Stances, Takedown, Take the Hit, Up In Your Face

Basic Maneuvers (16+ pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Dual Punch (2 pts), Ear Shot (pts varies), Elbow Strike (pts varies), Eye Gouge (pts varies), Hammer Blow (1 pt), Haymaker (3 pts), Headbutt (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Throw (3 pts)

Advanced Maneuvers (4 pts): Back to the Wall 4 (4 pts); others are common, as this fluid fighting style will vary from region to region and person to person.

SUMO

56 points

Sumo wrestling is a Japanese martial art, usually practiced by large, heavy fighters. The object of a match is to push the opponent out of the fighting ring or within the ring by forcing anything other than the soles of an opponent's feet to touch the ground. Sumo matches tend to be short, but involve a great deal of lengthy ritual. Unlike most Asian martial arts, sumo focuses heavily on strength and size, and practitioners live in communal housing known as *heya* where their lives are highly regimented in traditional fashion.

Type: Unarmed

Stances: Disruptive, Grappler, Grounded, Guarded, Low, Neutral, Offensive, Power

Style Extras (1 pt): Attack Focus (Push/Shove)

Style Flaws (–6 pts): Clumsy Attacks (Kicks), Demanding 2 (7 hours, –2), Impractical 2, Slow

Weapon Elements (0 pts): None

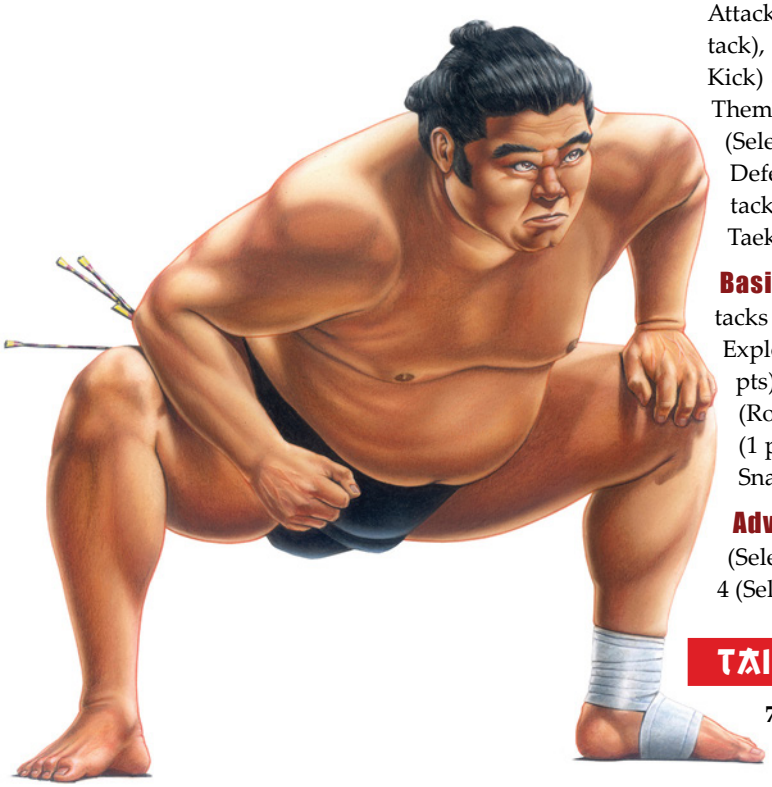
Skills (6 pts): Close Combat: Sumo 3, Expertise: Martial Arts 3, Expertise: Theology & Philosophy (AWE/INT) 3, Intimidation 3

Advantages (24 pts): Active Disarm, Anticipation, Crushing Hold, Defensive Feint, Escapist, Fast Grab, Grab Breaker (Select One Combat Maneuver), Grabbing Parry, Great Endurance, Hard Grab, Improved Grab, Improved Hold, Improved Trip, Iron Liver, Martial Balance, Power

Attack, Preferred Stance (Grounded), Reversal, Soft Defense, Steadfast 2, Sumo Stances, Take the Hit, Unbalancing Strike

Basic Maneuvers (13 pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Escape (2 pts), Lunge (1 pt), Push/Shove (3 pts), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (18 pts): Bear's Grapple 6 (3 pts), Bull's Surge 6 (5 pts), Pillar of the Earth 6 (2 pts), Soft Landing 8 (4 pts), Strong Throw 4 (4 pts)



TAEKWONDO

44+ points

The name of this Korean martial art means "the way of kicking and punching" or "the way of foot and fist." It is one of the world's most popularly studied fighting styles and is the official martial art of South Korea. Taekwondo is a forceful fighting style and, as its name implies, it relies on both powerful strikes and various types of kicks, including side and flying kicks.

Athleticism and spiritual and mental discipline are all important to taekwondo, both for their own sake and to improve one's aptitude for the fighting art. To this end, aerobics, stretching exercises, meditation, relaxation methods, and the like are all combined with fighting techniques during training. Competitive taekwondo prohibits grappling and throws.

Type: Unarmed

Stances: Guarded, Kicker, Neutral, Offensive, Power, Reactive

Style Extras (2 pts): Attack Focus 2 (Select two Kick Attacks)

Style Flaws (–5 pts): Clumsy Attacks (Grab), Clumsy Attacks (Throws), Demanding (7 hours, –1)

Weapon Elements (0 pts): None

Skills (4 pts): Acrobatics 2, Close Combat: Taekwondo 4, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (16 pts): All-Out Attack, Attack Mastery (As Attack Specialist), Attack Specialist (Select One Kick Attack), Defensive Roll, Empowered Critical (Select One Kick) *or* Finesse Attack (Select One Kick Attack), Finish Them, Improved Defense, Improved Smash, Knockout (Select One Kick Attack), Martial Balance, Offensive Defense, Power Attack, Pummel (Select One Kick Attack), Shattering Blow (Select One Combat Maneuver), Taekwondo Stances, Takedown

Basic Maneuvers (13+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Exploding Strike (1 pt), Flying Attack (Basic Kick) (2 pts), Flying Attack (Jump Kick) (2 pts), Flying Attack (Roundhouse Kick), Jump Kick (2 pts), Knife Hand (1 pt), Roundhouse Kick (pts varies), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (12 pts): Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Kick Attack) (5 pts), Soft Landing 4 (2 pts)

TAI CHI CHUAN

72+ points

Meaning either "the ultimate," "boundless fist," "supreme ultimate fist," or "great extremes boxing," tai chi chuan is perhaps the most heavily studied martial art in the world. A Chinese fighting style most often studied for reasons of mental, physical, and spiritual health, a variety of tai chi chuan forms exist due to what is being emphasized by the individual teachers.

Tai Chi Chuan utilizes natural, flowing movements that make use of one's internal energy to allow the practitioner to be a contradiction of both the hard and soft, the patient and rapid within the same technique. This makes the style very deceiving, as movements can be very slow, only to result in incredibly fast strikes or switches of stance.

Type: Unarmed

Stances: Avoiding, Disruptive, Fluid, Grounded, Guarded, Misleading, Neutral, Reactive

Style Extras (1 pt): Spiritual

Style Flaws (–3 pts): Clumsy Attacks (Kicks Aiming Higher than the Waist), Demanding 2 (7 hours, –2)

Weapon Elements (5+ pts): Chain Weapons, Fan, Dag-

ger/Knife, Staff, Sword and a variety of other weapons, depending on the form.

Skills (6 pts): Close Combat: Tai Chi Chuan 4, Deception 2, Expertise: Theology & Philosophy (AWE/INT) 2, Insight 4

Advantages (24 pts): Anticipation, Dauntless (Push/Shove), Deceptive Attack (Select One Combat Maneuver), Defensive Attack, Defensive Feint, Distracting Attack, Fast Grab, Flowing Form, Healing Trance, Improved Grab, Improved Initiative, Improved Hold, Improved Joint Lock, Improved Trip, Joint Lock, Kata (Tai Chi Chuan), Kata Lore (Tai Chi Chuan; Select A Skill), Martial Defense, Offensive Defense, Quick Strike, Tai Chi Chuan Stances, Trance, Unbalancing Strike, Warrior's Trance

Basic Maneuvers (19+ pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Elbow Strike (pts varies), Escape (2 pts), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (20 pts): Calm Defense 4 (4 pts), Chi Sense (1 pt), Chi Strike 3 (6 pts), Flurry 2 (TaiChi Chuan Close Attacks) (3 pts), Nerve Strike 2 (3 pts), Nimble Dodge 4 (use Close Combat: Tai Chi Chan instead of Acrobatics) (3 pts)



TANG LANG QUAN

70+ points

"Praying Mantis Fist" is an older, Northern Chinese kung fu fighting style that uses circular, whip-like blocks and redirection, followed quickly by attacks against nerve clusters and other vital targets. This is a close-quarters style and creativity is often employed to improve positioning and strike in ways not anticipated by the target. Attacks are quick and continuous, utilizing extensive footwork to both confuse and increase opportunities for striking.

Type: Unarmed

Stances: Blocking, High, Low, Neutral, Offensive, Reactive, Wary

Style Extras (2 pts): Esoteric 2

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (5 pts): Spear, Staff, Stick, Sword, Three-Section-Staff

Skills (4 pts): Acrobatics 3, Athletics 1, Close Combat: Tang Lang Quan 4

Advantages (21 pts): Accurate Attack, Acrobatic Fighter, Added Critical (Hook; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Aggressive Escape (Hook), Chokehold, Counterstrike, Cunning Fighter, Dauntless 3 (Hook, Jab, Riposte), Deceptive Stance, Improved Grab, Improved Readiness 2 (Hook, Jab), Improved Tricking, Instant Up, Martial Defense, Off-Putting Feint, Quick Strike, Specialization * (Athletics, jumping), Tang Lang Quan Stances

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Hook (1 pt), Jab (pts varies), Knee Strike (2 pts), Side Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (34+ pts): Blinding Strike 4 (4 pts), Dim Mak 4 (17 pts), Eagle Eye Aim 4 (2 pts), Nerve Strike 4 (5 pts), Riposte 2 (6+ pts)

* See **Better Mousetrap 3e**

TESSENJUTSU

57+ points

"Iron fan technique" utilizes a sturdy metal fan for both defense and offense. Despite the seeming simplicity and ineffectiveness of such a weapon, the war fan (tessen) is actually very capable of intercepting and blocking an opponent's blade. It can also retaliate in kind with extreme deadliness, such is the weapon's sturdiness and its sharpened edges. Practitioners are also skilled at using the folded war fan for nerve strikes and for leverage during joint locks. Most attacks are made while keeping the war fan close to the body where it is available for defense.

It would be a mistake to assume this is a woman's martial art. Even samurais made use of war fans on the battlefield The war fan also has the advantage of being unassuming until it is unfolded and wielded by an expert. This would allow its wielder to enter guarded locations seemingly unarmed while actually carrying a deadly weapon.

Type: Weapon (War Fan)

Stances: Blocking, Guarded, Wary, Weapon

Style Extras (5 pts): Attack Focus (War Fan), Attack Focus (Select an Advanced Maneuver other than Calm Defense), Defensive, Esoteric 2

Style Flaws (–5 pts): Demanding 3 (14 hours, –2), Weapon Dependent

Weapon Elements (0 pts): None

Skills (7 pts): Close Combat: Tessenjutsu 6, Deception 4, Insight 4

Advantages (22 pts): Accurate Attack, Active Disarm, Anticipation, Assessment, Attack Specialist (War Fan), Counterstrike 2 (Exploding Strike, Jab), Damaging Escape, Defensive Attack, Finesse Attack 3 (Exploding Strike, Jab, Roundhouse Punch), Iaijutsu (War Fan), Improved Critical 2 (War Fan), Improved Disarm, Joint Lock, Move-By Action, Offensive Defense, Quick Draw, Soft Defense, Tessenjutsu Stances

Basic Maneuvers (4+ pts): Basic War Fan Attacks (0 pts), Exploding Strike (1 pt), Jab (Varies), Roundhouse Punch (3 pts)

Advanced Maneuvers (24 pts): Blinding Strike 5 (5 pts), Calm Defense 3 (3 pts), Nerve Strike 6 (12 pts), Sleeper's Touch 4 (4 pts)

WING CHUN

48+ points

"Spring Chant Kung Fu" is a southern Chinese, close-range fighting style of disputed origins due to its history being passed orally from master to student. Wing chun's core principles are an economy of movement, efficiency, and practicality of intent and motion. This means taking the most direct approach to both a strike and victory while spending the least amount of force necessary.

Attacks are made along a direct, centerline to one's foe while keeping one's limbs drawn in to protect the body. All attacks in wing chun are not fully committed to, meaning balance is maintained at all times and power is reserved should a strike fail to land.

Type: Unarmed

Stances: Guarded, Low, Neutral, Offensive, Pugilist, Reactive

Style Extras (1 pt): Attack Focus (Jab)

Style Flaws (–3 pts): Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2)

Weapon Elements (3 pts): Dagger/Knife, Staff, Sword

Skills (3 pts): Close Combat: Wing Chun 6

Advantages (22 pts): Counterstrike 2, Cunning Fighter, Dauntless (Jab), Finish Them, Flowing Form, Follow-Up Strike, Great Endurance, Improved Initiative, Improved Smash, Instant Up, Kata (Wing Chun), Kata Lore (Wing Chun; Select A Skill), Martial Balance, Martial Defense, Offensive Defense, Power Attack, Quick Strike, Steadfast, Sweeping Strike, Takedown, Wing Chun Stances

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Clothesline (pts varies), Elbow Strike (pts varies), Exploding Strike (1 pt), Jab (pts varies), Knee Strike (2 pts), Roundhouse Kick (pts varies), Roundhouse Kick (Full) (3 pts), Sweep (2 pts)

Advanced Maneuvers (14 pts): Focused Strike 2 (Exploding Strike) (3 pts), Focused Strike 4 (Jab) (5 pts), Lightning Strike (3 pts), Nerve Strike 2 (3 pts)

WRESTLING, ANCIENT

50 points

Most ancient civilizations had at least one form of wrestling that was used in competitions and/or actual combat. This is a catch-all fighting style meant to generally represent them all, although Gamemasters are free to tailor it to more specific needs. Such martial arts remain alive today in various competition styles.

Type: Unarmed

Stances: Disruptive, Grappler, Grounded, Guarded, Low, Neutral, Prone, Wary

Style Extras (1 pt): Attack Focus (Grab)

Style Flaws (–3 pts): Clumsy Attacks 2 (Hand Attacks, Kicks), Predictable

Weapon Elements (0 pts): None

Skills (4 pts): Close Combat: Ancient Wrestling 2, Deception 2, Insight 2, Sleight of Hand 2

Advantages (26 pts): Action Surge, Ancient Wrestling Stances, Chokehold, Crushing Hold, Escapist, Fast Grab, Grabbing Parry, Hard Grab, Improved Defense, Improved Disarm, Improved Escape, Improved Grab, Improved Hold, Improved Joint Lock, Improved Prone Fighting, Improved Reversal, Improved Trip, Joint Lock, Martial Balance, Power Attack, Prone Fighting, Reversal, Steadfast, Takedown, Up In Your Face, Weapon Bind

Basic Maneuvers (10 pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Escape (2 pts), Lunge (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (12 pts): Bear's Grapple 4 (2 pts), Bull's Surge 6 (5 pts), Iron Shirt 4 (2 pts), Pillar of the Earth 4 (1 pt), Soft Landing 4 (2 pts)

WRESTLING, PROFESSIONAL

62+ points

An aspect of "sports entertainment," professional wrestlers are showmen and athletes first and foremost. And yet,

they must still learn their fighting style's techniques and methods, simulated though their results may be, in much the same fashion as would someone studying a more practical martial art. Proper form, timing, and the like are incredibly important in professional wrestling, not only to ensure things go off as planned but to also prevent the participants from getting hurt. Although not intended to be employed in a real fight, these techniques do provide knowledge of maneuvers that may easily be transformed from a tool for entertaining into a method of inflicting harm.

Type: Unarmed

Stances: Grappler, Neutral, Power, Reactive, Showman

Style Extras (1 pt): Aggressive

Style Flaws (–4 pts): Impractical 2, Predictable 2

Weapon Elements (0 pts): None

Skills (7 pts): Close Combat: Professional Wrestling 1, Deception 2, Expertise: Acting (PRE) 2, Expertise: Martial Showman 6, Expertise: Wrestler 3

Advantages (23 pts): Aggressive Escape (Select One Combat Maneuver), Cheap Shot, Chokehold, Crushing Hold, Dirty Attack, Deceptive Attack (Select One Combat Maneuver), Daze (Deception), Fast Grab, Grab Breaker 2 (Select Two Combat Maneuvers), Hard Defense, Hard Grab, Improved Grab, Improved Tricking, Improvised Weapon Element, Just a Scratch, Power Attack, Professional Wrestling Stances, Reversal, Soft Defense, Stylistic Teamwork, Take the Hit, Weapon Bind

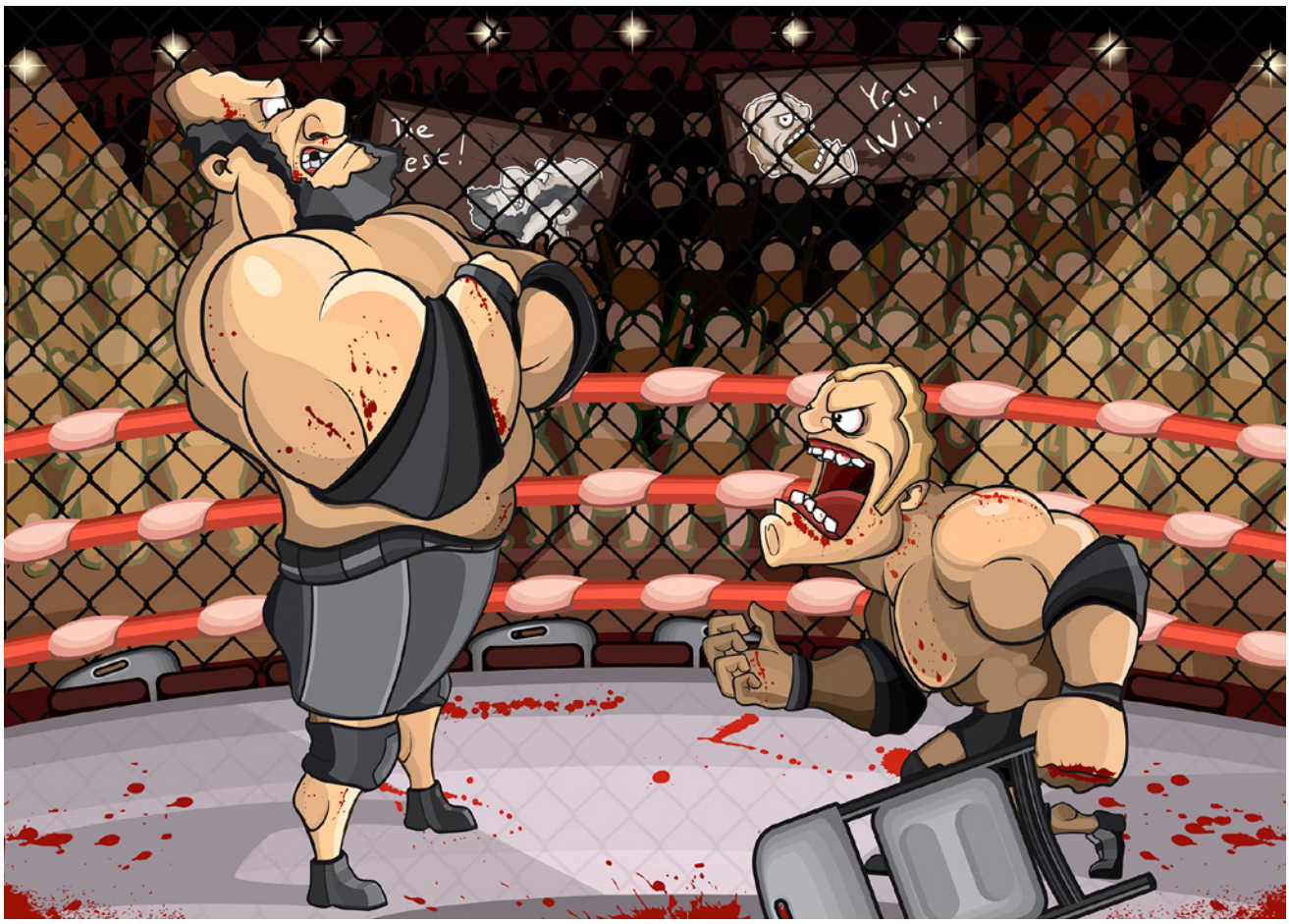
Basic Maneuvers (22+ pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Clothesline (pts varies), Elbow Strike (pts varies), Escape (2 pts), Flying Attack (Select One Combat Maneuver) (2 pts), Hammer Blow (1 pt), Knee Strike (2 pts), Push/Shove (3 pts), Scissor Grapple (2 pts), Throw (3 pts), Vertical Slam (5 pts)

Advanced Maneuvers (13 pts): Bear's Grapple 2 (1 pt), Catfall (2 pts), Showboating 4 (2 pts), Soft Landing 8 (4 pts), Strong Throw 4 (4 pts)

XING YI QUAN

40+ points

Roughly translating as either "Form/Intention Boxing" or "Shape/Will Boxing," xing yi quan is an internal fighting style that uses aggressive, coordinated concepts and movements to provide bursts of power. Using methods and timing modeled after animal movements in linear fashion, xing yi quan makes extensive use of open hand and weapon techniques. Overall, though, this fighting style considers the body to be a single unit unified by the intent of direct, effi-



cient, and rapid action. The few kicks taught within xing yi quan are low, so as not to disrupt the fighting style's principles of balance.

Type: Unarmed

Stances: Extended, Guarded, High, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Aggressive

Style Flaws (–3 pts): Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2)

Weapon Elements (4 pts): Polearm, Spear, Staff, Sword

Skills (3 pts): Close Combat: Xing Yi Quan 6

Advantages (20 pts): All-Out Attack, Cheap Shot, Dauntless 2 (Select Two Combat Maneuvers), Empowered Critical 2 (Select Two Combat Maneuvers), Finish Them, Follow-Up Strike, Improved Critical 2 (Select Two Combat Maneuvers), Improved Disabling 2 (Select Two Combat Maneuvers), Improved Readiness (Exploding Strike), Knockout 2 (Select Two Combat Maneuvers), Martial Balance, Power Attack, Quick Strike, Steadfast, Xing Yi Quan Stances

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Hammer Blow (1 pt), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Snap Kick (1 pt)

Advanced Maneuvers (7 pts): Awesome Strike 6 (Exploding Strike) (1 pt), Awesome Strike 6 (Jab) (1 pt), Focused Strike 4 (Select One Combat Maneuver) (5 pts)

YING ZHUA PAI

73 points

"Eagle Claw Kung Fu" is one of the oldest fighting styles of Northern China. It combines long-range attacks with joint locks and nerve strikes into a philosophy of quickly closing with an opponent to attack his soft vitals and joints using grapples and direct strikes. Ying zhua pai is a very intricate style, utilizing elaborate locks and takedowns, coupled with circular strikes in devastating patterns and combinations.

Type: Unarmed

Stances: Crane, Extended, Grappler, Low, Neutral, Offensive

Style Extras (2 pts): Attack Focus 2 (Claw Strike, Grab)

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (7 pts): Dagger/Knife, Kwan Do, Spear, Staff, Stick, Sword, Three-Section-Staff

Skills (4 pts): Acrobatics 2, Close Combat: Ying Zhua Pai 4, Sleight of Hand 2

Advantages (24 pts): Acrobatic Fighter, All-Out Attack, Attack Mastery 2 (Claw Strike, Grapple), Attack Specialist 2 (Claw Strike, Grapple), Chokehold, Crushing Hold, Fast Grab, Hard Grab, Improved Disabling 2 (Claw Strike, Grapple), Improved Grab, Improved Hold, Improved Joint Lock, Instant Up, Joint Lock, Martial Defense, Offensive Defense, Quick Strike, Superior Disabling 2 (Claw Strike, Grapple), Takedown, Ying Zhua Pai Stances

Basic Maneuvers (19 pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Claw Strike (4 pts), Crescent Kick (Outward) (4 pts), Jump Kick (2 pts), Push/Shove (3 pts), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (20 pts): Eagle Eye Aim 3 (3 pts), Grab-Based Dim Mak 3 (10 pts), Nerve Strike 4 (5 pts), Soft Landing 4 (2 pts)

YU SOOL

79 points

A Korean fighting style, yu sool operates under a contrary focus of powerful attacks with one of avoidance. In this vein, a "Soft Art" practitioner will meet opponents with the opposite of what is directed at them. Powerful attacks will be met with a dodge or deflection, for instance, whereas a similar defensive action on the part of one's foe will be answered with a direct, forceful attack.

Type: Unarmed

Stances: Avoiding, Grappler, Neutral, Reactive, Throwing

Style Extras (3 pt): Attack Focus (Grab), Esoteric 2

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (0 pts): None

Skills (6 pts): Close Combat Yu Sool 4, Deception 2, Expertise: Martial Arts 2, Sleight of Hand 4

Advantages (31 pts): Accurate Attack, Active Disarm, Added Critical (Grapple; Affliction 0 [Resisted By Fortitude; Dazed, Stunned, Incapacitated]), All-Out Attack, Assessment, Attack Mastery (Grab), Attack Specialist (Grab), Chokehold, Crushing Hold, Damaging Escape, Dauntless (Grab), Defensive Attack, Defensive Roll 2, Defensive Throw, Empowered Critical (Grab), Entangling Feint, Fast Grab, Grabbing Parry, Improved Assessment, Improved Defense, Improved Grab, Improved Hold, Martial Balance, Martial Defense, Neck Breaker, Preferred Stance (Reactive), Reversal, Steadfast, Takedown, Yu Sool Stances

Basic Maneuvers (5 pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Throw (3 pts)

Advanced Maneuvers (35 pts): Dim Mak 4 (17 pts), Eagle Eye Aim 6 (3 pts), Nerve Strike 6 (7 pts), Nimble Dodge 4 (3 pts), Stone Touch 3 (3 pts), Soft Landing 4 (2 pts)

ZIPOTA

57+ points

Resembling savate, zipota is a Basque fighting style that is very acrobatic and brutal. Footwork teaches one to know

how to shift between opponents, followed by direct and forceful strikes intended to disable a foe quickly. Zipota's fighting stick, the makila, rises as high as the waist or breastbone and can be used practically as a walking stick. The bottom is blunted by a metal cap that can be removed to reveal a spike (change the damage to piercing when used).

Type: Unarmed

Stances: Blocking, Fluid, Kicker, Neutral, Power, Pugilist, Weapon

Style Extras (2 pts): Aggressive, Attack Focus (Stick)

Style Flaws (–2 pts): Demanding 2 (14 hours, –1)

Weapon Elements (2 pts): Dagger/Knife, Stick

Skills (4 pts): Acrobatics 4, Close Combat: Zipota 4

Advantages (24 pts): Acrobatic Fighter, Acrobatic Defense, All-Out Attack, Assessment, Cheap Shot, Counterstrike, Cunning Fighter, Fast Grab, Flowing Form, Improved Assessment, Improved Disabling 2 (Select Two Combat Maneuvers), Improved Disabling 2 (Select Two Combat Maneuvers), Improved Joint Lock, Joint Lock, Martial Balance, Martial Defense, Power Attack, Pummel 2 (Select Two Combat Maneuvers), Soft Defense, Sweeping Strike, Zipota Stances

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Jab (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Roundhouse Kick (pts varies), Roundhouse Kick (Full) (3 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (13 pts): Eagle Eye Aim 2 (2 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 2 (Select One Combat Maneuver) (3 pts), Lightning Strike (3 pts)

Zui Quan

57+ points

Meaning "Drunken Fist," but also known as "Drunkard Boxing" or "Drunken Boxing," zui quan practitioners learn to utilize staggering, wobbling movements. These movements are intended to resemble those of a drunkard into a versatile fighting style that is difficult for an opponent to predict. Studying this fighting style requires extreme suppleness, balance, and dexterity, necessitating a degree of deceptive coordination that takes years to master.

Using deception, the practitioner hides their intention and strikes until their unsettling body movements make such a course of action seem unlikely or too difficult to attempt. This often means acting with precision in a manner contrary to one's balance or momentum, placing the importance on surprise and accuracy rather than brute force.

Type: Unarmed

Stances: Avoiding, Bobbing, Drunken, Fluid, Misleading, Neutral, Reactive, Wary

Style Extras (3 pts): Esoteric 3

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (0 pts): None

Skills (8 pts): Acrobatics 4, Close Combat: Zui Quan 4, Deception 4, Expertise: Acting (PRE) 2, Insight 2

Advantages (24 pts): Agile Feint, Bob and Weave, Chokehold, Daze (Deception), Dauntless 2 (Select Two Combat Maneuvers), Deceptive Attack (Select One Combat Maneuver), Deceptive Stance, Defensive Roll 2, Daze (Bluff), Flowing Form, Improved Defense, Improved Disarm, Improved Hold, Improved Joint Lock, Improved Readiness 2 (Select Two Combat Maneuvers), Improved Trip, Inviting Defense, Joint Lock, Second Chance (Being Tripped), Unbalancing Strike, Zui Quan Stances

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Flying Attack (Basic Kick) (2 pts), Jab (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (16+ pts): Calm Defense 4 (4 pts), Flurry 2 (Zui Quan Close Attacks; Deception Check Required) (2 pts), Nimble Dodge 6 (Use Deception Instead of Acrobatics) (5 pts), Riposte 2 (Deception Check Required) (5+ pts)

Cinematic Styles

The following fighting styles have no real world equivalent. They are entirely made-up and are presented as examples of the sort of martial arts you see in film and the like, and may want to create for your game.

Drive-Fu

51+ points

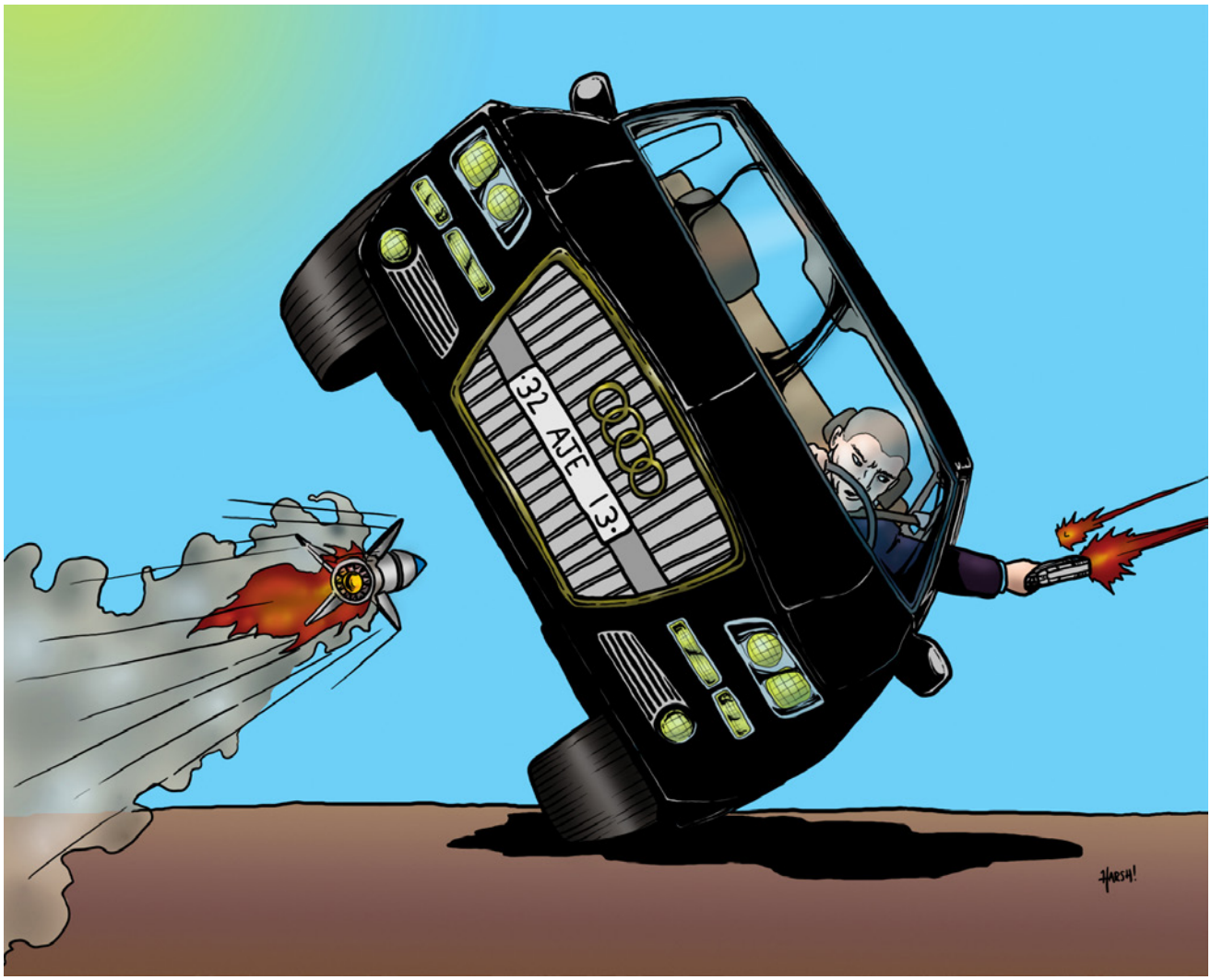
Commonly known as the "Way of the Wheel," this weapon-based fighting style is unique in that the weapon necessary to perform its disciplines is a vehicle rather than a blade, chain, polearm, or the like. Practitioners learn to coax the impossible out of their vehicles, enabling them to perform feats of vehicular madness that seem drawn from action movies.

There is no formalized school by which one studies drive-fu—one either comes by the skills naturally or is taught in an unorthodox, informal manner by another practitioner. It is clearly a new fighting style and has only developed as vehicular technology has allowed for the maneuverability and speed necessary to pull off its mind-blowing techniques.

Type: Weapon (Select One Vehicle Type)

Stances: Avoiding, Bobbing, Firing (apply to vehicle mounted weapons instead of firearms), Neutral, Offensive

Style Extras (1 pt): Esoteric



Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (0+ pts): New vehicle types are possible but not necessary

Skills (8 pts): Close Combat: Drive-Fu 6, Expertise: Mechanics 4, Vehicles 6

Advantages (23 pts): Ace * (Select Vehicle Type), Aggressive Driving, Bail Out, Burn Rubber, Daredevil, Defensive Driving, Drive-Fu Stances, Driving Instinct, Evasion, Favored Environment (Select One Road Condition), Gymkhana, Move-By Action, Red Lining (Ground), Specialization * (Vehicles, Select a Vehicle Type), Stuntman 6 (Select Six Pursuit Maneuvers), Ultimate Effort (Vehicles Skill), Vehicrobatics (Select a Vehicle), Vehicular Shield

Basic Maneuvers (7+ pts) **: Basic Vehicle Slam (0 pts), Exploding Strike (Ram) (1 pt), Haymaker (Ram) (1 pt), Jab (Ram) (pts varies), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (14 pts) **: One with the Car 3 (6 pts), Road Rage 2 (8 pts)

* See **Better Mousetrap 3e**

** See the Drive-Fu sidebars

Drive-Fu Advanced Combat Maneuver: One with the Car

Effect: Enhanced Vehicles, Adroit 4 *, Critical Trait *, Limited to Ace Advantage Vehicles • **5 points, plus 1 point per 3 ranks**

You get a feel for your preferred vehicle's capabilities, allowing you to respond better while in control of it.

* See **Better Mousetrap 3e**

Drive-Fu Advanced Combat Maneuver: Road Rage

Effect: Extra Attacks, Mobility, Quick Combo 2 (Ram/Slam, Vehicular Weapons), Quickened Charge, Chain, Declining, Limited to Ace Advantage Vehicles • **4 points, plus 2 points per rank**

You are overcome with a flurry of motion and aggressive intent, allowing you to cause all manner of havoc on the roads.

Drive-Fu and Combat Maneuvers

Some people may be confused by this fighting style, especially when it comes to its combat maneuvers and the Weapon Dependent fighting style flaw. Drive-fu's weapon elements allow you to select a vehicle type with which to use the style's combat maneuvers, and the Weapon Dependent style flaw then prevents you from using those maneuvers without the vehicle.

Let's look at an example to see how this fighting style would operate in practical terms. Performing a "haymaker" in a vehicle doesn't mean your car suddenly grows a fist or that you are punching out of your window. A vehicular "haymaker" could be interpreted as recklessly driving towards the target at top speed, and then ramming your target in such a way as to leave oneself open to attack. Similarly, a "sweep" could be interpreted as an attempt to get another vehicle to roll over or to knock a pedestrian's feet out from under them using your vehicle.

Keep in mind that drive-fu's combat maneuvers are modifying a vehicle ramming/slam attack, and thus would normally use the Vehicles skill to determine success rather than an attack roll. However, using drive-fu means applying the Close Combat: Drive-Fu skill instead when appropriate.

Similarly, Strength-Based drive-fu combat maneuvers apply to the vehicle instead of the driver's Strength. As such, purchase Jab for a maximum vehicular Strength you wish to apply it to, as doing so will serve as a cap for the combat maneuver's ability to do damage. Regardless of how high this maximum may be, though, always use the current vehicle's actual Strength when determining the Jab's damage.

Drive-fu is a fighting style that heavily relies upon the imagination to make work, but can result in great fun and spectacular results.

Du Zhua Quan

71+ points

"Scorpion's Sting Boxing" is a mostly forgotten and deadly Chinese animal form fighting style that mimics the scorpion's sudden and sharp movements. Devised by renegade monks who joined the Qing government as secret operatives and assassins, du zhua quan makes extensive use of nerve strikes and pressure points to kill and disable. This fighting style is primarily offensive, teaching that the best defense is a quick, relentless, and dangerously accurate offense.

Type: Unarmed

Stances: Avoiding, Bobbing, Extended, Neutral, Offensive, Pugilist, Weapon

Style Extras (2 pts): Aggressive, Attack Focus (Exploding Strike)

Style Flaws (–7 pts): Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements (3 pts): Chain Sword, Scorpion's Lash, Whip

Skills (8 pts): Close Combat: Du Zhua Quan 5, Intimidation 4, Perception 2, Stealth 5

Advantages (23 pts): Accurate Attack, Added Critical (Jab; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Attack Mastery (Exploding Strike), Attack Specialist (Exploding Strike), Cheap Shot 2, Counterstrike, Daze (Intimidation), Du Zhua Quan Stances, Empowered Critical 2 (Exploding Strike), Finish Them, Improved Critical 2 (Exploding Strike), Improved Disabling 2 (Exploding Strike), Instant Up, Living Weapon (Exploding Strike), Offensive Defense, Opposing Style (Shaolin Kung Fu), Quick Strike (Jab), Sneak Attack *, Startle

Basic Maneuvers (4+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Exploding Strike (1 pt), Eye Gouge (pts varies), Jab (pts varies), Lunge (1 pt), Rabbit Punch (pts varies), Snap Kick (1 pt)

Advanced Maneuvers (38 pts): Cobra Strike 3 (6 pts), Dim Mak 6 (25 pts), Lightning Strike (3 pts), Nerve Strike 3 (4 pts)

* See **Better Mousetrap 3e**

Hip-Hop-Ryu

58+ points

An incomparable fusion of urban dance and karate, hip-hop-ryu began amongst the homeless street performers who saw a need to look out for themselves—and each other. This unorthodox fighting style has since been spreading outward amongst the underground community. Strikes, blocks, and other techniques are concealed within dance moves and rhythm, making a hip-hop-ryu practitioner more dangerous when there is appropriate music for them to utilize.

Type: Unarmed

Stances: Avoiding, Bobbing, Disruptive, Fluid, Neutral, Prone, Showman

Style Extras (1 pt): Attack Focus (Impromptu Ranged Attack)

Style Flaws (–3 pts): Demanding 2 (14 hours, –1), Predictable

Weapon Elements (0 pts): None

Skills (10 pts): Acrobatics 2, Athletics 2, Close Combat: Hip-Hop-Ryu 4, Expertise: Dancing (AGI/INT) 6, Expertise: Martial Showman 3, Expertise: Streetwise (AWE) 3

Advantages (23 pts): Cunning Fighter, Dancing Combat, Daze (Deception), Deceptive Stance, Defensive Throw,

Distracting Attack, Fascinate (Expertise: Dancing), Favored Conditions (While Electro or Hip-Hop is Playing), Grabbing Parry, Hip-Hop-Ryu Stances, Improved Grab, Improved Tricking, Instant Up, Kata (Hip-Hop-Ryu), Martial Defense, Preferred Stance (Select One), Prone Fighting, Reversal, Specialization 3 * (Athletics, Jumping; Expertise: Dancing, hip-hop; Expertise: Dancing, breakdancing), Stylistic Teamwork, Sweeping Strike

Basic Maneuvers (13+ pts): Basic Unarmed Attacks (0 pts), Axe Kick ("dropping the needle") (1 pt), Hammer Blow ("drop the beat") (1 pt), Jab ("fist pop") (pts varies), Knife Hand ("sweep") (1 pt), Roundhouse Kick (Full; "turntable") (3 pts), Scissor Kick ("clearing space") (1 pt), Snap Kick ("foot pop") (1 pt), Sweep ("wreck the dance floor") (2 pts), Tornado Kick ("swipe") (3 pts)

Advanced Maneuvers (14 pts): Nimble Dodge 6 ("move to the rhythm"; use Expertise: Dancing instead of Acrobatics) (5 pts), Showboating 4 ("battle") (2 pts), Soft Landing 4 (2 pts), Whirlwind Block 3 ("killing the music") (5 pts)

* See **Better Mousetrap 3e**

JINZOUNINGEN-DAGEKI

45+ points

Although this fighting style is still of limited use to a "naked' pilot on their own, it is intended for use while behind the controls of a giant mecha/exosuit. Tailored to the suit's bulk and reflexes, this fighting style is all about using the mecha's weight to deliver brutal attacks against a foe rather than finesse and showmanship.



Type: Unarmed

Stances: Blocking, Neutral, plus Select Four

Style Extras (1 pt): Attack Focus (Select One Combat Maneuver or Mecha Weapon System)

Style Flaws (–4 pts): Clumsy Attacks (Kicks), Demanding (7 hours, –1), Impractical 2

Weapon Elements (1 pt): Select One

Skills (6 pts): Close Combat: Jinzouningen-Dageki 1, Perception 4, Technology 3, Vehicles 4

Advantages (17 pts): Ace * (Mecha), Aggressive Escape (Basic Unarmed), Bail Out, Counterstrike, Critical Strike (Select One Combat Maneuver or Mecha Weapon System), Deceptive Stance, Demolition Derby, Favored Foe (Mecha), Hard Defense, Hard Grab, Improved Grab, Improved Smash, Jinzouningen-Dageki Stances, Move-By Action, Take The Hit, Vehicrobatics (Mecha), Weapon Bind; Favored Environment is common amongst pilots that specialize in a given environment, such as outer space or water.

Basic Maneuvers (16+ pts): Basic Unarmed Attacks (0 pts), Body Slam (2 pts), Dual Punch (2 pts), Flying Attack (Basic Unarmed) (2 pts), Hammer Blow (1 pt), Headbutt (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (8 pts): Awesome Strike 9 (Select One Attack; Limited to Piloting a Mecha) (2 pts), Bear's Grapple 6 (Limited to Piloting a Mecha) (2 pts), Nerve Strike 6 (System Disruption; Limited to Piloting a Mecha) (3 pts), Pillar of the Earth 6 (Limited to Piloting a Mecha) (1 pt)

* See **Better Mousetrap 3e**

OSOK

40 points

An anagram for "One Shot One Kill," the sniper's motto, OSOK instills the practitioner with a sense of oneness with their rifle. Through practice and constant mental conditioning, the OSOK practitioner can integrate the weapon's functions into the rhythm of their own body's processes. Attaining such a state effectively transforms the rifle into an extension of the practitioner that virtually responds to one's will like an additional limb rather than answering their commands like a mere tool.

Type: Weapon (Rifle)

Stances: Firing, Grounded, Neutral

Style Extras (1 pt): Attack Focus (Rifle)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (0 pts): None

Skills (5 pts): Perception 5, Ranged Combat: OSOK 5

Advantages (13 pts): Accurate Attack, Attack Master (Rifle), Attack Specialist (Rifle), Improved Aim, Improved Exchange 2 (Accurate Attack), Improved Ranged Disarm, Improved Readiness (Basic Rifle Attack), OSOK Stances, Ranged Attack 2, Precise Attack (Ranged, Cover), Sneak Attack *

Basic Maneuvers (0 pts): Basic Rifle Attacks (0 pts)

Advanced Maneuvers (23 pts): Eagle Eye Aim 8 (4 pts), Empty Mind 3 (12 pts), Extreme Distance Shot 1 (Rifle) (2 pts), Focused Strike 4 (Rifle) (5 pts)

* See **Better Mousetrap 3e**



QUAN TO

112+ points

As enigmatic in its origins as is Shambhala itself (pg 279), this ancient fighting style is rooted in understanding oneself by first understanding the concept of time and cycles. Breathing cycles affect one's mood and ability to handle physical exertion, for instance. Also considered is the belief that the time needed to deliver a strike is as much a matter of perceived reality as it is an issue of operative physics. As such, this fighting style is an odd mix of sudden, jarring strikes, circular, flowing blocks, and swirling, twisting acrobatics (quite often all simultaneously).

Decades are typically required to truly learn the style, with the training regimen designed to either help or weed out those without the inner peace needed to master its enlightened aspects. Quan to is one of the most demanding, difficult fighting styles on the planet because it combines the physical, mental, mystical (including preternatural tantric and yoga rituals), and spiritual aspects of its teachings so intrinsically. This fighting style hasn't suffered from the corrupting influences of other styles due to Shambhala's seclusion.

Vajrayana Yogas

Vajrayana (tantric) Buddhism employs several yoga (meditative means) techniques to attain preternatural abilities through enlightenment. Other techniques exist and may be designed as the Gamemaster desires—it is likely that the ultimate power of Shambhala is found within a rarely taught yoga.

Cosmic Yoga

Effect: Burst Area Remote Sensing (All Senses), Subtle, Expertise: Theology & Philosophy Vajrayana Buddhism Check Required, Limited to While in Trance, Source (People within Area to Provide Senses), Side-Effect 2 (Affliction Equal to Rank [Resisted by Fortitude; Dazed, Stunned, Incapacitated]) • **2 points per rank**

By meditating on one's environment and the people within it, the practitioner becomes enlightened with regards to shared essence between all aspects of the cosmos, including their meditation's subjects. This allows the practitioner to spread their awareness outwards, into those people, and partake of their senses.

Deity Yoga

Effect: Immunity 32 (Disease, Poison, Will Effects), Concentration, Expertise: Theology & Philosophy Vajrayana Buddhism Check Required, Limited to While in Trance • **7 points**

By meditating and envisioning oneself as a yidam (the Buddha or similarly enlightened being) until such time as they realizes that they and the yidam are the same in essence, a practitioner may bypass normal perceptions of self-identification. This moment of realization purifies the mind and body.

Guru Yoga

Effect: Communal Enhanced Vajrayana Yoga, Leech, Concentration, Expertise: Theology & Philosophy Vajrayana Buddhism Check Required, Focused, Limited to While in Trance, Stationary * • **–1 point, plus 1 point per rank1**

* See **Better Mousetrap 3e**

Using a teacher or master to lead the ritual, this yoga allows a group to combine their meditative efforts to better conduct a secondary yoga. This power is usually purchased by a guru who then adds more ranks of Leech to allow for additional participants.

Type: Unarmed

Stances: Avoiding, Disarming, Fluid, Misleading, Neutral, Reactive, Weapon

Style Extras (5 pts): Defensive, Esoteric 2, Mystic, Spiritual

Style Flaws (–4 pts): Demanding 4 (28 hours, –2)



Weapon Elements (4 pts): Chain, Polearms, Sword, Staff

Skills (16 pts): Acrobatics 4, Athletics 4, Close Combat: Quan To 6, Expertise: Martial Arts 4, Expertise: Theology & Philosophy (AWE/INT) 10, Perception 4

Advantages (37 pts): Acrobatic Fighter, Active Disarm, Acrobatic Defense, Assessment, Cunning Fighter, Defensive Attack, Defensive Roll, Defensive Throw, Flowing Form, Grab Breaker (Select One Combat Maneuver), Grabbing Parry, Grappling Knee, Healing Touch (Expertise: Martial Arts), Healing Trance, Hide In Plain Sight, Improved Grab, Improved Joint Lock, Improved Reversal, Instant Up, Inviting Defense, Joint Lock, Kata (Quan To), Languages (Tibetan), Martial Defense, Mobile Defense, Monkey Climber, Opposing Style (Si Wang Long Quan), Parkour, Quan To Stances, Reversal, Ritualist *, Soft Defense, Specialization ** (Expertise: Theology & Philosophy, Vajrayana Buddhism), Stylistic Teamwork, Sweeping Strike, Trance, Weapon Bind

Basic Maneuvers (20+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Butterfly Kick (pts varies), Escape (2 pts), Flying Attack (Select One Combat Maneuver) (2 pts), Jab (pts varies), Push/Shove (3 pts), Roundhouse Punch (3 pts), Scissor Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts), Tornado Kick (2 pts)

Advanced Maneuvers (34+ pts): Calm Defense 6 (6 pts), Chi Sense (1 pt), Combat Awareness (1 pt), Empty Mind 3 (12 pts), Sense Aggression (2 pts), Skillful Invisibility (1 pt), Walk the Sky 2 (1 pt); Select up to 10 points on the Vajrayana Yogas (see sidebar).

* This advantage uses the Expertise: Theology & Philosophy, Vajrayana Buddhism) skill specialization instead of the usual Expertise: Magic skill

** See **Better Mousetrap 3e**

SHI-TI

65+ points

A Northern Chinese fighting style, "Stone Form Kung Fu" teaches that force should come from and then return back to the ground. As such, a practitioner utilizes aggressive closed hand techniques intended to deliver the most force possible while assuming stances that keep the feet firmly planted and one's balance certain. All attacks are made linearly, driving power up through the legs and into the hands, forearms, and elbows.

Shi-ti does not make use of any kicks, as doing so would reduce the practitioner's stability and put their balance at risk. For similar reasons, this fighting style teaches that a foe's attacks are to be accepted outright or redirected rather than avoided. The practitioner does so by pivoting around a central point to meet attacks and moving from that "root" only when necessary.

Type: Unarmed

Stances: Grounded, Low, Neutral, Power, Weapon

Style Extras (2 pts): Aggressive, Fixed

Style Flaws (–4 pts): Clumsy Attacks (Grab), Clumsy Attacks (Kicks), Demanding (7 hours, –1), Predictable

Weapon Elements (2 pts): Kwan Dao, Tetsubo

Skills (4 pts): Close Combat: Shi-Ti 4 Expertise: Martial Arts 2, Expertise: Theology & Philosophy (AWE/INT) 2

Advantages (27 pts): Added Critical (Basic Punch; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Cunning Fighter, Damaging Escape, Dauntless 3 (Basic Punch, Dual Punch, Elbow Strike), Finish Them, Great Endurance, Hard Defense, Improved Smash, Kata (Shi-Ti), Knockout 3 (Dual Punch, Elbow Strike, Uppercut), Martial Balance, Power Attack, Preferred Stance (Grounded), Redirect, Shattering Blow, Shi-Ti Stances, Soft Defense, Specialization * (Expertise: Theology & Philosophy, Taoism), Steadfast 3, Take The Hit, Unbalancing Strike

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Hammer Blow (1 pt), Headbutt (pts varies), Push/Shove (3 pts), Throw (3 pts), Uppercut (5 pts)

Advanced Maneuvers (20 pts): Awesome Strike 6 (Dual Punch) (1 pt), Awesome Strike 6 (Hammer Blow) (1 pt), Awesome Strike 6 (Uppercut) (1 pt), Iron Shirt 6 (3 pts), Breaking Blow 6 (3 pts), Soft Landing 6 (3 pts), Strong Throw 3 (3 pts), Wallop 4 (5 pts)

* See **Better Mousetrap 3e**

Si Wang Long Quan

106+ points

Utilizing their beliefs to corrupt quan to (pg 231) into their own fighting style, the foul secret society known as the Wu Sheng Zhua ("Silent Claw") (pg 338) created "Death Dragon Fist." The Sheng Zhua teach this deadly martial art to all agents who have proven themselves to be more valuable than mere cannon fodder.

Si wang long quan was developed with the philosophy that pain and death are the means to ultimate enlightenment. As such, all attacks should be struck with the intention to kill or cause excruciating anguish. Quick, direct, and aggressive attacks are the norm, and outright defensive measures are viewed as a rare contingency to be employed only in the direst of circumstances. What blocks exist in this fighting style are abrupt and also include an offensive element.

Aside from its deadly physical strikes, si wang long also incorporates rituals of dark sorcery and malicious knowledge of chi and anatomy the world would be better off forgetting.

Perhaps the most well-known practitioner of Si Wang Long is the villainess, Jade Dragon (pg 315).

Type: Unarmed

Stances: Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Extras (4 pts): Aggressive, Attack Focus 2 (Li Zhao, Select One Combat Maneuver), Mystic

Style Flaws (–7 pts): Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements (4 pts): Li Zhao, Polearm, Staff, Sword

Skills (12 pts): Acrobatics 6, Close Combat: Si Wang Long Quan 6, Expertise: Magic 4, Intimidation 4, Stealth 4

Advantages (28 pts): Acrobatic Fighter, Added Critical (Select One Combat Maneuver; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Aggressive Escape (Select One Combat Maneuver), All Out Attack, Counterstrike, Dauntless 2 (Claw Strike, Select One Attack), Devastating Hold, Empowered Critical (Select One Combat Maneuver), Finish Them, First Strike, Follow-Up Strike, Improved Critical (Claw Strike), Improved Disabling (Claw Strike), Improved Grab, Instant Up, Living Weapon (Claw Strike), Martial Defense, Neck Breaker, Offensive Defense, Opposing Style (Quan To), Power Attack, Quick Strike, Ritualist, Si Wang Long Quan Stances, Takedown, Trance, Warrior's Trance

Basic Maneuvers (26+ pts): Basic Unarmed Attacks (0 pts), Butterfly Kick (pts varies), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Exploding Strike (1 pt), Flying Attack (Claw Strike) (2 pts), Flying Attack (Select One Combat Maneuver) (2 pts), Knife Hand (1 pt), Lunge (1 pt), Rabbit Punch (pts varies), Roundhouse Kick (pts varies), Uppercut (5 pts)

Advanced Maneuvers (39 pts): Awesome Strike 9 (Claw Strike) (2 pts), Chi Sense (1 pt), Cobra Strike 3 (9 pts), Dim Mak 4 (17 pts), Flurry 2 (Si Wang Long Quan Close Attacks) (3 pts), Lightning Strike (3 pts), Skydragon Attack 6 (3 pts), Walk the Sky 2 (1 pt)

Tien Wei Wu Qi

65+ points

"Heaven's Weapon" is the absolute pursuit of learning how to wield a single weapon. This does not mean an entire group of weapons, such as swords, but a very specific weapon within that type, such as a katana. A practitioner will learn all there is to know about the weapon, from constructing it to maintenance to wielding it in combat. They will study with all different sorts, weights, and variations of that weapon until all are used as naturally as the next—until perfection is reached. Through such perfection of weapon use, it is believed, a practitioner of tien wei wu qi can achieve divine enlightenment.



Techniques only utilize the weapon—there are no strikes using the body. Similarly, incoming attacks are received upon the weapon rather than avoided because to get out of the way is to ignore the weapon's potential capability to defend against the strike.

Ultimately, each variation of tien wei wu qi will differ somewhat in functionality and appearance of techniques to suit each weapon's characteristics. Still, all variations are founded upon the same principles of understanding and perfecting the weapon's use.

Type: Weapon (Select One Specific Weapon Rather than a Type)

Stances: Blocking, Neutral, Offensive, Weapon, plus Select Two

Style Extras (5 pts): Attack Focus (Weapon Element), Esoteric 3, Spiritual

Style Flaws (–10 pts): Clumsy Attacks 3 (Grab, Hand Strikes, Kicks), Demanding 3 (14 hours, –2), Weak Defense 4 (Dodge)

Weapon Elements (0 pts): None

Skills (8 pts): Close Combat or Ranged Combat: Tien Wei Wu Qi 2, Deception 4, Expertise: Martial Arts 4, Expertise: Theology & Philosophy (AWE/INT) 4, Insight 2

Advantages (27 pts): Accurate Attack, All-Out Attack, Attack Mastery (As Attack Specialist), Attack Specialist (Select a Weapon Element), Counterstrike, Dauntless 3 (Basic Weapon Attack, Select Two Combat Maneuvers), Defensive Attack, Empowered Critical (Basic Weapon Attack), Grab Breaker (Basic Weapon Attack), Improved Disabling 3 (Basic Weapon Attack, Select Two Combat Maneuvers), Iaijutsu (Weapon Element), Improved Readiness 3 (Basic Weapon Attack, Select Two Combat Maneuvers), Offensive Defense, Preferred Stance (Weapon), Quick Strike, Trance, Warrior's Trance. Select four of the following to suit your chosen weapon: Improved Disarm, Improved Smash, Move-By Action, Multi-Entangle, Power Attack, Quick Draw, Redirect, Superior Entangle Weapon, Tien Wei Wu Qi Stances, Weapon Bind, Weapon Break.

Basic Maneuvers (10 pts): Basic Weapon Attacks (0 pts); Select up to 10 points of appropriate basic maneuvers

Advanced Maneuvers (25+ pts): Calm Defense 6 (Limited to Only with Weapon Element) (3 pts), Combat Awareness (1 pt), Deep Cut 6 (4 pts) *or* Breaking Blow 2 (1 pt), Focused Strike 4 (Basic Weapon Element Attack) (5 pts), Focused Strike 4 (Select One Basic Maneuver with Weapon Element) (5 pts), Focused Strike 4 (Select One Basic Maneuver With Weapon Element) (5 pts); Select up to 5 points of additional, appropriate Advanced Combat Maneuvers

XIANG YUN QUAN

75+ points

A familial fighting style from Southern China, "Magic Cloud Fist Kung Fu" emphasizes utilizing one's physical and spiritual strength to accomplish astounding acrobatic deeds. This is done as a means of both evading and closing with one's opponent. Evasion and constant motion remain the base principles of the style, however. It teaches that one's mind and body must both be like the winds, dancing amongst the clouds to remain high above those who would seek to do the practitioner harm. Grappling is not taught and is outright discouraged by practitioners. This is because grappling disrupts this style's principle of always staying in motion by rooting one to an opponent.

Because xiang yun quan is passed down from parent to child, there are very few masters capable of teaching it. This makes this fighting style an extremely rare and much sought martial art.

Type: Unarmed

Stances: Avoiding, Fluid, High, Kicker, Neutral, Reactive, Weapon

Style Extras (6 pts): Defensive, Esoteric 2, Mobile 3

Style Flaws (–4 pts): Clumsy Attacks (Grab), Demanding 3 (14 hours, –2)

Weapon Elements (3 pts): Chain, Staff, Three-Section-Staff



Skills (10 pts): Acrobatics 8, Close Combat: XiangYun Quan 6, Insight 2, Sleight of Hand 4

Advantages (19 pts): Agile Feint, Acrobatic Fighter, Active Disarm, Aggressive Escape (Select One Combat Maneuver), Cunning Fighter, Defensive Attack, Escapist, Favored Conditions (Jumping), Flowing Form, Instant Up, Kata (Xiang Yun Quan), Monkey Climber, Move-By Action, Parkour, Quick Strike, Specialization * (Acrobatics: jumping), Sweeping Strike, Uncanny Dodge, Xiang Yun Quan Stances

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Butterfly Kick (pts varies), Escape (2pts), Flying Attack (Select One Combat Maneuver) (2 pts), Jump Kick (2 pts), Knife Hand (1 pt), Push/Shove (3 pts), Scissor Kick (1 pt), Sweep (2 pts), Tornado Kick (2 pts)



Advanced Maneuvers (26 pts): Airborne Strike 3 (7 pts), Catfall (2 pts), Lightning Strike (3 pts), Nimble Dodge 6 (5 pts), Skydragon Attack 6 (3 pts), Soft Landing 6 (3 pts), Walk the Sky 4 (3 pts)

* See **Better Mousetrap 3e**

WOORYU

62 points

This firearm-based fighting style is named for the famous Hong Kong action director. It is also referred to as "the Way of the Bullet," "the Way of the Gun," or "Art of Bullets." Wooryu is an unorthodox fighting style that focuses on using small arms and performing all manner of acrobatics to keep out of the way once the bullets start flying.

Type: Weapon (Pistol)

Stances: Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Extras (4 pts): Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (2 pts): Shotgun, Submachine Gun

Skills (4 pts): Acrobatics 2, Intimidation 3, Ranged Combat: Wooryu 3

Advantages (18 pts): Accurate Attack, All-Out Attack, Attack Mastery (Pistol), Attack Specialist (Pistol), Bob and Weave, Duck and Cover, Evasion, Improved Aim, Improved Covering Attack, Improved Readiness (Pistol), Multiattack Mastery 2, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Ranged Attack 2, Wooryu Stances

Basic Maneuvers (0 pts): Basic Pistol Attacks (0 pts)

Advanced Maneuvers (36 pts): Bank Shot 4 (Wooryu Ranged Attacks) (5 pts), Bullet Dancing 6 (2 pts), Eagle Eye Aim 4 (2 pts), Empty Mind 2 (8 pts), Extreme Distance Shot (Wooryu Ranged Attacks) (2 pts), Focused Strike 4 (Basic Pistol Attack) (5 pts), Hail of Bullets 3 (Burst) (3 pts), Hail of Bullets 3 (Cone) (3 pts), Hail of Bullets 3 (Line) (3 pts), Nimble Dodge 4 (3 pts)

YO-YO DO

By Request for Invictus

40+ points

"Way of the Yo-Yo" was developed by Korean teens as a way of using a favored game to defend themselves in the most unexpected way they could imagine. The fighting style began by first devising yo-yo tricks for street performances that would both entertain and prevent hecklers and otherwise aggressive bystanders from getting too close to the rapidly spinning, darting toy. As they got

Yo-yo Do Advanced Combat Maneuver: Pinball Strike

Effect: Line Area Enhanced Yo-Yo Attack Damage, Expertise: Yo-yo Performing Check Required ● **–1 point, plus 2 points per rank**

Using rapid flicking gestures and momentum, you may ricochet your yo-yo back and forth off one or more surfaces, striking at anything caught in the pattern.

Yo-Yo Do Advanced Combat Maneuver: Pop Up

Effect: Indirect, Reach 2, Variable Descriptor (Basic Yo-Yo Attacks), Expertise: Yo-Yo Performing Check Required● **4 points**

By performing a "walk the dog" trick, you may maneuver your yo-yo around or under obstacles and then cause it to lurch upwards or outwards to strike your target.

older, some of the teens with martial arts experience saw the value of the yo-yo as a weapon, and so was yo-yo do born.

Yo-yo do conceals its maneuvers within the classic tricks associated with the sport. "Walking the dog," for instance, is often used to slip past an opponent's defenses. , whereas something like "rock the baby" can be used to create a stable platform for a series of strikes. The key is to keep one's foe from guessing how the trick will be transformed into a combat maneuver.

Type: Weapon (Yo-Yo)

Stances: Bobbing, Disruptive, Extended, Misleading, Neutral, Weapon



Style Extras (3 pts): Attack Focus (Yo-Yo), Esoteric 2

Style Flaws (–6 pts): Demanding 2 (14 hours, –1), Weak Defense 2 (Parry), Weapon Dependent

Weapon Elements (0 pts): None

Skills (5 pts): Close Combat: Yo-Yo Do 2, Deception 4, Expertise: Yo-Yo Performing (DEX) 4

Advantages (15 pts): Accurate Attack, Attack Mastery (Yo-Yo), Attack Specialist (Yo-Yo), Cheap Shot 2, Daze (Deception),Defensive Feint, Entangling Feint, Improved Entangle Weapon, Kata (Yo-Yo Do), Multi-Entangle, Preferred Stance (Misleading), Redirect, Superior Entangle Weapon, Yo-Yo Do Stances

Basic Maneuvers (2+ pts): Basic Yo-Yo Attacks (0 pts), Clothesline (pts varies), Ear Shot (pts varies), Exploding Strike (1 pt), Hook (1 pt), Jab (pts varies)

Advanced Maneuvers (21 pts): Blinding Strike 3 (3 pts), Pinball Strike 2 * (3 pts), Pop Up * (4 pts), Whirlwind Block 6 (11 pts)

* See sidebar

ZERO-G COMBAT

31+ points

This fighting style is taught to starship marines and similar spacefaring infantry and naval personnel as a means to defend themselves in low- or zero-gravity environments. Because combat within starships is usually confined to tight hallways and the like, zero-g combat focuses on direct, close-range attacks that minimize expending energy unnecessarily. Using force in one direction will cause one's position to proportionately shift in the opposite direction. This makes control and awareness of one's environment essential to this fighting style's principles.

Type: Unarmed

Stances: Fluid, Guarded, Neutral, Weapon

Style Extras (0 pts): None

Style Flaws (–0 pts): None

Weapon Elements (1 pt): Dagger/Knife

Zero-G Combat Advanced Combat Maneuver: Zero-G Maneuvering

Effect: Enhanced Acrobatics, Critical Trait, Limited to Low- or Zero-G; Feature 1 (No Combat or Movement Penalties in Low- or Zero-G) • **2 points, plus 1 point per 3 ranks**

This is the ability to utilize a low- or zero-g environment to perform acrobatics and the like not possible otherwise.

Skills (2 pts): Close Combat: Zero-G 2, Perception 2

Advantages (15 pts): Accurate Attack, Defensive Attack, Evasion, Fast Grab, Favored Environment (Low Gravity), Favored Environment (Zero Gravity), Grabbing Parry, Improved Grab, Improved Joint Lock, Joint Lock, Martial Defense, Move-By Action, Redirect, Specialization * (Acrobatics, balancing), Steadfast

Basic Maneuvers (4+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Jab (pts varies), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (9 pts): Calm Defense 4 (4 pts), Combat Awareness (1 pt), Zero-G Maneuvering 6 (4 pts)

* See **Better Mousetrap 3e**

ZUI SUO HOU

66+ points

Developed following the fall of the Shaolin Temple, "Drunken Dancing Monkey Kung Fu" combines the movements of monkeys and apes with those of the drunken styles by, well ... getting drunk. Unlike zui quan, which only mimics inebriation, zui suo hou believes that by allowing oneself to fall into a drunken stupor the reflexes will take over, bypassing intention. In this state, the practitioner will act upon instinct more than thought, as the latter hinders one's ability to react efficiently.

Aside from teaching the proper use of this style's monkey-like, circular strikes and grapples, training involves learning how to remain effective (and upright) while inebriated. Practitioners also need to toughen up their bodies to withstand the punishment constant overuse of alcohol inflicts. As such, a practitioner's body begins to build up a resistance and adaptability to alcohol over time, which has led to the creation of the powerful intoxicant, "dragon's tea." This is a grain alcohol distilled by a unique process and with ingredients kept as a carefully guarded secret by those who follow zui suo hou's teachings. A bottle or gourd filled with dragon's tea is rarely far from a zui suo hou practitioner's reach.

Understandably, many zui suo hou masters suffer from an Alcohol Addiction complication.

Type: Unarmed

Stances: Drunken, Grappler, Low, Neutral, Prone, Reactive

Style Extras (3 pts): Esoteric 3

Style Flaws (–12 pts): Demanding 3 (14 hours, –2), Ill-Favored Conditions 9 (Sober; –3 attack, –3 dodge, –3 Parry)

Weapon Elements (1 pt): Staff

Skills (8 pts): Acrobatics 4, Close Combat: Zui Suo Hou 4, Deception 4, Insight 2, Sleight of Hand 2

Advantages (30 pts): Agile Feint, Acrobatic Fighter, Acrobatic Defense, Bob and Weave, Daze (Deception), Deceptive Attack 4 (Select Four Combat Maneuvers), Deceptive Stance, Defensive Roll 2, Favored Conditions (Intoxicated), Flowing Form, Improved Joint Lock, Improved Readiness 2 (Select Two Combat Maneuvers), Improved Trip, Instant Up, Inviting Defense, Iron Liver, Joint Lock, Monkey Climber, Preferred Stance (Drunken), Prone Fighting, Specialization 2 * (Acrobatics: jumping; Acrobatics: tumbling), Sweeping Strike, Taunt, Zui Suo Hou Stances

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Lunge (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (22 pts): Calm Defense 4 (4 pts), Catfall (2 pts), Cobra's Dance 4 (Use Deception instead of Close Combat: Zui Suo Hou Check) (7 pts), Flurry 2 (Zui Sou Hou Close Attacks) (3 pts), Nimble Dodge 4 (Use Deception instead of Acrobatics) (3 pts), Soft Landing 6 (3 pts)

* See **Better Mousetrap 3e**

Zui Suo Hou Dragon Tea

24 points

Effect: Weaken 2, Broad (Abilities), Potent 6 (DC 18), Slow Fade 2 *, Stacking (+1 DC, 4 minutes between attempts, 15 minutes between recovering; +12 points), Limited to Intellect and Awareness

* See **Better Mousetrap 3e**

Dragon tea is a distilled grain alcohol, the ingredients of which are a secret known only to zui suo hou practitioners. It is incredibly potent, as it is needed to cut through the resistance to alcohol that students of this fighting style develop over time.

FANTASY STYLES

The following fighting styles are presented as examples of the sort that may develop in fantasy-oriented game settings, where magic and swords clash against monsters and evil humanoids.

Becoming Drunk

In game terms, alcohol may best be treated as a combination of power effects. Weaken (especially on Dexterity, Agility, Awareness, and Intellect) and Affliction variations that are resisted with Fortitude checks are the most likely options. Slow Fade (see **Better Mousetrap 3e**) is typically added to these effects to ensure they last long enough to more accurately depict intoxication's effects. The Potent extra (pg 93) is also common when designing alcohols because it offers a balance between a drink with minimal repercussions and one that is difficult to resist succumbing to. The Diluted flaw (pg 96) is similarly helpful when looking to represent alcohol with the opposite results: that of being easy to resist but packing a big kick.

Unlike most game mechanic effects, alcohol should not impose its influence immediately. Taking a small sip of beer, for example, would not require the character to instantly make a Fortitude check to resist its influence. To simulate this, alcohol effects should make use of the Stacking extra (pg 94).

A person is considered drunk when any ability affected by alcohol begins to impede them, even if they retain a positive value the affected trait(s), or if the character's behavior has been altered. The depth of the stupor depends on the degree of effect. So, if alcohol succeeds in reducing Awareness from +3 to +2, such a character would be considered "lightly buzzed"; they retain a positive Awareness modifier, but it is lower than it should be. Were the same character to find their Awareness reduced to −1 via alcohol, the Gamemaster would be justified in declaring them "bombed out of their mind." It would then be suitable for the Gamemaster to hint that the player really needs to start playing up to that fact.

Unless proper steps are taken to deal with a binge's after effects, the Gamemaster may wish to consider characters recovering from "tying one on" to be hungover. A hangover's duration should, at a minimum, be twice that of the alcohol's influence on the character. If the effect had been especially severe, such as reducing a character's Intellect from +4 to –2, for example, the Gamemaster may wish to increase the hangover's duration.



As an assumed side-effect, the Gamemaster may want to apply appropriate conditions to represent their state. Hindered, impaired, or even disabled should be considered as possible results of a hangover, depending upon how bad it is. Also, the character's concentration may be so severely impeded that the Gamemaster requires them make power checks when attempting to use powers that don't usually require them in those circumstances.

Alalthue

42 points

Perhaps the most widely taught of the elven fighting styles, alalthue ("Arrow in the Wind") combines the elves' innate archery proficiency with woodcraft and stealth. The resulting fighting style has been taught to elven rangers and woodsmen for countless millennia.

Type: Weapon (Bow)

Stances: Avoiding, Firing, Low, Misleading, Neutral, Weapon

Style Extras (1 pt): Attack Focus (Bow)

Style Flaws (–4 pts): Demanding 2 (14 hours, –1), Weapon Dependent

Weapon Elements (0 pts): None

Skills (9 pts): Expertise: Bowyer (DEX) 4, Expertise: Fletcher (DEX) 4, Expertise: Survival (AWE) 4, Ranged Combat: Alalthue 2, Stealth 4

Advantages (18 pts): Accurate Attack, Ambush, Attack Mastery (Bow), Attack Specialist (Bow), Dauntless (Basic Bow Attacks), Empowered Critical 2 (Basic Bow Attacks), Favored Environment (Select One), Improved Aim, Improved Ranged Disarm, Improved Readiness (Basic Bow Attacks), Martial Balance, Precise Attack (Ranged, Cover), Ranged Attack 2, Specialization * (Survival: select one environment), Superior Disabling 2 (Basic Bow Attacks)

Basic Maneuvers (0 pts): Basic Bow Attacks (0 pts)

Advanced Maneuvers (18 pts): Bank Shot 3 (Alalthue Ranged Attacks) (4 pts), Combat Concealment (3 pts), Eagle Eye Aim 8 (4pts), Extreme Distance Shot 1 (Bow) (2 pts), Focused Strike 4 (Basic Bow Attacks) (5 pts)

* See **Better Mousetrap 3e**

Demagedom

48+ points

Developed by the first sorcerers when the art of spellcraft was still fresh and uncertain, demagedom is designed to incorporate one's arcane arts into a fighting style that serves as a fallback should one's magic fail. Techniques focus on the use of the staff as both a means of attack and defense, as it is traditionally an implement also used to channel spells.

Type: Weapon (Staff)

Stances: Avoiding, Guarded, Extended, Neutral, Wary, Weapon

Style Extras (2 pts): Attack Focus (Staff), Mystic

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (2 pts): Dagger/Knife, Stick (Wand)

Skills (5 pts): Close Combat: Demagedom 2, Expertise: Magic 4, Sleight of Hand 4

Advantages (12 pts): Artificer, Cunning Fighter, Defensive Attack, Defensive Throw, Demagedom Stances, Improved Entangle Weapon, Improved Trip, Kata (Demagedom), Martial Balance, Ritualist, Specialist * (Expertise: Magic, Mystic fighting style extra checks), Uncanny Dodge

Basic Maneuvers (4+ pts): Basic Staff Attacks (0 pts), Clothesline (pts varies), Hammer Blow (1 pt), Jab (pts varies), Lunge (1 pt), Sweep (2 pts)

Advanced Maneuvers (26 pts): Empty Mind 3 (12 pts), Flaming Fists 4 (Expertise: Magic Check Required) (3 pts), Whirlwind Block 6 (11 pts)

* See **Better Mousetrap 3e**



Dragon's Peril

30+ points

In lands ravished by dragons, it was inevitable that a fighting style with the intention of defeating such creatures would evolve. Also known simply as "the Art of Dragon Slaying," this style focuses on training the practitioner to survive long enough to get close to the monster. Once this is done, precise strikes may be delivered against vital weaknesses using a weapon of choice.

Type: Weapon (Select One Melee Weapon)

Stances: Guarded, Low, Neutral, Offensive, Power, Weapon

Style Extras (1 pt): Attack Focus (Primary Weapon Element)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (1 pt): Shield

Skills (5 pts): Close Combat: Dragon's Peril 3, Expertise: Monsters 4, Perception 3

Advantages (17 pts): Accurate Attack, Close Attack, Cunning Fighter, Defensive Attack, Defensive Strike, Dragon's Peril Stances, Duck and Cover, Evasion, Favored Environment (Dragon's Lair), Favored Foe (Dragons), Iaijutsu (Primary Weapon Element), Improved Defense, Power Attack, Second Chance (Dragon Breath Weapon), Specialization * (Expertise: Monsters, dragons), Ultimate Effort (Dodge resistance checks), Uncanny Dodge

Basic Maneuvers (1+ pts): Basic Selected Weapon Attacks (0 pts), Eye Gouge (pts varies), Jab (pts varies), Lunge (1 pt)

Advanced Maneuvers (7 pts): Blind Fighting (2 pts), Combat Awareness (1 pt), Eagle Eye Aim 6 (Limited to Fighting Dragons) (2 pts), Iron Shirt 6 (Limited to versus Dragon Breath Weapons) (2 pts)

* See **Better Mousetrap 3e**

Eardahid

57+ points

It was almost inevitable that a race dwelling within cities carved and tunneled from living rock would devise a fighting style devoted to combat in such environments. Eardahid ("Way of the Earth") teaches techniques tailored for confined areas where movement is usually restricted, with only a few of its maneuvers involving wide, sweeping arcs (especially with the warpick). An aspect of training involves improving the dwarf practitioner's hearing and learning how to use it as a guiding sense (including how to interpret echoes) while enhancing overall awareness.

Type: Unarmed

Stances: Blocking, Guarded, Low, Neutral, Prone, Weapon

Style Extras (1 pt): Geomantic

Style Flaws (–3 pts): Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2)

Weapon Elements (2 pts): Dagger/Knife, Warpick

Skills (12 pts): Athletics 4, Close Combat: Eardahid 4, Expertise: Engineering 4, Expertise: Geology 2, Perception 4, Stealth 6

Advantages (19 pts): Close-Quarters Battle (Thrown Dagger/Knife), Defensive Attack, Dirty Attack, Dirty Fighting, Eardahid Stances, Favored Environment (Subterranean), Grabbing Parry, Grappling Knee, Improved

Grab, Improved Prone Fighting, Light Sleeper, Martial Defense, Precise Attack (Close, Cover), Preferred Stance (Low), Prone Fighting, Specialization 3 * (Expertise: Engineering, tunneling; Expertise: Geology, mining; Perception, auditory echolocation), Steadfast

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (pts varies), Escape (2 pts), Headbutt (pts varies), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts)

Advanced Maneuvers (17 pts): Blind Fighting (2 pts), Back to the Wall 4 (4 pts), Geomantic Strike 4 (11 pts)

* See **Better Mousetrap 3e**

HIDDEW

52+ points

Almost always outsized and overpowered by opponents in a stand-up fight, halflings have developed a fighting style that focuses on tumbling, grappling, takedowns, and ground fighting. By employing its maneuvers, a hiddew practitioner seeks to use a foe's strength and size against them to bring opponents down to a halfling's eye level.

Type: Unarmed

Stances: Grappler, Neutral, Prone, Wary

Style Extras (2 pts): Attack Focus 2 (Grab, Trip)

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (2 pts): Chain Weapons, Stick

Skills (6 pts): Acrobatics 4, Close Combat: Hiddew 2, Deception 4, Insight 2

Advantages (24 pts): Acrobatic Defense, Armed Grab, Assessment, Daze (Deception), Deceptive Stance, Defensive Feint, Diverting Feint, Escapist, Evasion, Fast Grab, Favored Conditions (Fighting Size –2 or Larger Opponents), Hiddew Stances, Improved Prone Fighting, Improved Tricking, Improved Trip, Instant Up, Monkey Climber, Move-By Action, Off-Putting Feint, Prone Fighting, Specialization 3 *(Acrobatics: tumbling; Deception, feinting; Deception, tricking), Sweeping Strike

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Knee Strike (2 pts), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (10 pts): Nimble Dodge 6 (5 pts), Roll With It 4 (1 pt), Sense Aggression (2 pts), Soft Landing 4 (2 pts)

MOBBIN'

26+ points

Small and comparatively weak, goblins are constantly at risk of being slaughtered wholesale by would-be heroes or dominated by larger, stronger humanoids. To counter their inherent weaknesses, goblins have developed fighting techniques that make advantage of their superior numbers. They are trained to fight together as a mob, wielding the spear to keep larger foes from bringing their own weapons to bear be means of spear wall formations and the like.

Type: Weapon (Spear)

Stances: Grounded, Neutral, Offensive, Weapon

Style Extras (1 pt): Attack Focus (Spear)

Style Flaws (–2 pts): Weapon Dependent

Weapon Elements (2 pts): Shield, Polearms

Skills (2 pt): Close Combat: Mobbin' 1, Deception 2, Expertise: Tactics 1

Advantages (15 pts): All-Out Attack, Cheap Shot 2, Counterstrike, Dirty Fighting, Daze (Deception), Distracting Attack, Favored Conditions (Fighting in a Group Of Eight+ Allies), Improved Tricking, Mobbin' Stances, Move-By Action, Set-Up, Stylistic Teamwork, Sweeping Strike, Teamwork

Basic Maneuvers (6+ pts): Basic Unarmed Attacks (0 pts), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (2 pts): Blind Fighting (2 pts)

OGDA HOODE

55+ points

An ancient dwarven fighting art, "Tumbling Stone" practitioners learn to wield an axe in each hand with deadly effectiveness. Focus is placed upon remaining mobile—dodging in and out amongst one's foes, slashing right and left with whirling precision while using one's environment to leap in and out of trouble. Masters will also learn to replace one of their axes with a small shield, which they will use as both a defensive measure and weapon.

Type: Weapon (Hand Axe)

Stances: Avoiding, Bobbing, Guarded, Neutral, Offensive, Throwing, Weapon

Style Extras (3 pts): Attack Focus (Hand Axe), Mobile 2

Style Flaws (–0 pts): None

Hiddew Advanced Maneuver: Roll With It

Effect: Enhanced Defensive Roll, Limited to Physical Attacks, Acrobatics Check Required • –1 point, plus 1 point per 2 ranks

When struck, you may attempt to use your tumbling abilities to lessen the impact.

Weapon Elements (3 pts): Basic Unarmed Attacks, Battle Axe, Shield

Skills (6 pts): Acrobatics 6, Athletics 2, Close Combat: Ogda Hoode 4

Advantages (16 pts): Attack Specialist (Hand Axe), Benefit (Ambidextrous), Bob and Weave, Counterstrike, Cunning Fighter, Favored Conditions (Jumping), Guard Weapon, Iaijutsu (Hand Axe), Instant Up, Move-By Action, Offensive Defense, Ogda Hoode Stances, Parkour, Superior Entangle Weapon, Takedown, Weapon Bind

Basic Maneuvers (12+ pts): Basic Axe Attacks (0 pts), Clothesline (pts varies), Dual Punch (2 pts), Escape (2 pts), Exploding Strike (1 pt), Flying attack (Basic Axe Attack) (2 pts), Haymaker (3 pts), Sweep (2 pts)

Advanced Maneuvers (15 pts): Awesome Strike 6 (Basic Axe Attacks) (1 pt), Cobra's Dance 3 (5 pts), Flurry 4 (Ogda Hoode Close Attacks) (5 pts), Lightning Strike (3 pts), Nimble Dodge 2 (1 pt)

SALIGOT

57+ points

Saligot (orcish for "the Blood Frenzy") is an ancient fighting style that harnesses the orc's innate aggression, hatred, and strength. Building upon linear, direct closed-fist strikes that rely upon strength for their force, saligot teaches that victory is achieved by giving oneself over to the attack. Going on the defensive is only a precursor to admitting defeat, and should thus be avoided. An opponent is to be met head on and fought aggressively and relentlessly, giving oneself over to the passion of the fight. It is through discerning and manipulating a fight's rhythms and patterns that victory is reached. Despite what one would expect, a strong will and strong sense of concentration are required while caught up in this blood frenzy state lest it result in losing control rather than acting as a focus of intent and action.



Type: Unarmed

Stances: Finishing, High, Neutral, Offensive, Power, Weapon

Style Extras (3 pts): Aggressive, Esoteric 2

Style Flaws (–4 pts): Demanding (7 hours, –1), Weak Defense 3 (Parry)

Weapon Elements (4 pts): Battleaxe, Dagger/Knife, Polearm, Sword

Skills (4 pts): Close Combat: Saligot 4, Intimidation 4

Advantages (21 pts): All-Out Attack, Chokehold, Dauntless 3 (Select Three Combat Maneuvers), Daze (Intimidation), Favored Conditions (Enraged), Hard Defense, Instant Up, Knockout (Headbutt), Move-By Action, Neck Breaker, Not So Helpless, Power Attack, Saligot Stances, Startle, Takedown, Take the Hit, Trance, Up In Your Face, Warrior's Trance

Basic Maneuvers (15+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Clothesline (pts varies), Elbow Strike (pts varies), Flying Attack (Elbow Strike) (2 pts), Flying Attack (Headbutt) (2 pts), Headbutt (pts varies), Knee Strike (2 pts), Rabbit Punch (pts varies), Uppercut (5 pts)

Saligot Advanced Maneuver: Fearsome Presence

Effect: Perception (Visual) Area Affliction (Resisted by Will; Impaired, Disabled, Compelled [Flee]) • **2 points per rank**

You can inspire fear in others by merit of your appearance, words, scent, etc. (choose an applicable sense). Take a standard action to strike a suitably fearsome pose or utter an intimidating threat (and so on, as appropriate to the affected sense).

Saligot Advanced Maneuver: Rage

Effect: Enhanced Fearless; Enhanced Strength, Activation (Move), Exposed (Dodge) *, Exposed (Parry) *, Inhibited (Routine Checks) *, Tiring; Enhanced Fortitude; Enhanced Will • **–2 points, plus 2 points per rank**

You can fly into a berserk rage as a move action, becoming fearless, and gaining a +1 circumstance bonus to Strength, and to both Fortitude and Will resistance checks per rank. You cannot make routine checks while in a rage, and are –2 to Parry and Dodge while doing so.

Your maximum Strength and resistance bonuses are limited by the campaign's PL.

* See **Better Mousetrap 3e**

Advanced Maneuvers (14 pts): Awesome Strike 6 (Elbow Strike) (1 pt), Awesome Strike 6 (Select One Combat Maneuver) (1 pt), Fearsome Presence 2 (4 pts), Rage 5 (8 pts)

SWASHBUCKLING

69+ points

A fighting style of bombastic courage and flashy maneuvers, swashbuckling is as much about looking good and impressing onlookers as it is about the fight itself. By the nature of its maneuvers, practitioners must be bold, brash, and arrogant (and an over-sized ego certainly doesn't hurt either). Most swashbucklers balance these character traits with a sense of honor, daring-do, and desire to see justice done.

Type: Weapon (Sword)

Stances: Blocking, Bobbing, Disarming, Fluid, Neutral, Showman, Weapon

Style Extras (2 pts): Attack Focus (Sword), Mobile



Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (3 pts): Dagger/Knife, Shield, Unarmed

Skills (12 pts): Acrobatics 4, Athletics 3, Close Combat: Swashbuckling 1, Deception 4, Expertise: Martial Showman 8, Persuasion 4

Advantages (26 pts): Accurate Attack, Acrobatic Fighter, Action Surge, Armed Grab, Banter *, Bob and Weave, Benefit (Ambidextrous), Daze (Deception), Entangling Feint, Flippant Disarm, Guard Weapon, Improved Disarm, Improved Readiness (Select One Combat Maneuver), Improved Tricking, Improved Trip, Moment of Weakness * (Select One Action), Multi-Entangle, Parkour, Preferred Stance (Showman), Quick Draw, Reliable Attack * (Sword), Superior Entangle Weapon, Swashbuckling Stances, Taunt, Weapon Bind, Wire Fighter *

Basic Maneuvers (7+ pts): Basic Sword Attacks (0 pts), Elbow Strike (pts varies), Flying Attack (Basic Sword Attack) (2 pts), Hook (1 pt), Jab (pts varies), Lunge (1 pt), Roundhouse Punch (3 pts)

Advanced Maneuvers (20+ pts): Catfall (2 pts), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Deep Cut 4 (Select One Combat Maneuver) (3 pts), Lightning Strike (3 pts), Riposte 2 (6+ pts), Showboating 6 (3 pts)

* See **Better Mousetrap 3e**

TAMBORALIN

58+ points

Traveling between cities, towns, and villages is frequently fraught with dangers such as bandits and roving monsters. Such risks have long given bards and troubadours cause to develop a graceful (if dirty) fighting style that builds upon their talents. Tamboralin makes use of the practitioner's agility and ability to work a crowd to evade attacks and distract opponents long enough to escape or deliver strikes of one's own. This unorthodox fighting style is equally at home on a wild, lonely road as it is within a raucous inn filled with all manner of rough characters.

Aside from its foot and hand strikes masquerading as foolery, dance, or the like, tamboralin also teaches one to use what is on hand as a weapon. This stands even if that means bashing someone over the head with a prized instrument (or a weapon concealed within said instrument).

Type: Unarmed

Stances: Avoiding, Disruptive, Fluid, Neutral, Wary, Weapon

Style Extras (3 pts): Esoteric 2, Mobile

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (3 pts): Club, Dagger/Knife, Instrument

Skills (8 pts): Close Combat: Tamboralin 2, Deception 5, Expertise: Dancing (AGI/INT) 5 *or* Expertise: Singing (PRE) 5, Insight 2, Sleight of Hand 2

Advantages (18 pts): Anticipation, Assessment, Deceptive Stance, Defensive Attack, Defensive Strike, Dirty Fighting, Daze (Deception), Escapist, Fascinate (Select Deception *or* Expertise: Dancing), Improved Disarm, Improved Tricking, Improvised Weapon Element, Instant Up, Light Sleeper, Martial Defense, Quick Draw, Tamboralin Stances; Choose Either Dancing Combat *or* Taunt

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Ear Shot (pts varies), Eye Gouge (pts varies), Knee Strike (2 pts), Lunge (1 pt), Push/Shove (3 pts), Snap Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (18 pts): Nimble Dodge 4 (Replace Acrobatics with Expertise: Dancing if Desired) (3 pts), Raiment Snare 6 (12 pts), Showboating 6 (3 pts)

UDESTUI-SI

65+ points

An ancient fighting style passed down through the great elven houses and warrior societies, udestui-si is as much a cultural art as it is a method of combat. Utilizing footwork that either leads or follows the blade, much like two partners in a dance, the practitioner spins, leaps, slides, and twists in and out of combat. Strikes are made as precise slashes and thrusts that follow the natural flow of the practitioner's movements. Mastering this legendary fighting style is a sign of high prestige in most elven communities.

Expertise: Dancing may be substituted for any Close Combat: Fighting Style check Required flaw provided for any udestui-si combat maneuver if the practitioner desires. However, the decision to do so must be made when the maneuver is first purchased.

Type: Weapon (Sword)

Stances: Avoiding, Disarming, Disruptive, Guarded, High, Neutral, Misleading, Offensive, Reactive, Weapon

Style Extras (3 pts): Attack Focus (Sword), Esoteric 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (2 pts): Dagger/Knife, Unarmed

Skills (10 pts): Acrobatics 4, Close Combat: Udestui-Si 6, Expertise: Dancing (AGI/INT) 6, Persuasion 4

Advantages (19 pts): Accurate Attack, Agile Feint, Acrobatic Defense, Attack Mastery (Sword), Attack Specialist (Sword), Bob And Weave, Cunning Fighter, Deceptive Stance, Dedicated Defense, Distracting Attack, Flippant Disarm, Iaijutsu (Sword), Improved Critical (Sword), Improved Tricking, Instant Up, Parkour, Precise Attack (Close, Cover), Specialization * (Acrobatics, jumping), Udestui-Si Stances

Basic Maneuvers (12+ pts): Basic Sword Attacks (0 pts), Escape (2 pts), Flying Attack (Basic Sword Attacks) (2 pts), Jab (pts varies), Jump Kick (2 pts), Lunge (1 pt), Roundhouse Punch (3 pts), Sweep (2 pts)

Advanced Maneuvers (22 pts): Airborne Strike 3 (7 pts), Eagle Eye Aim 4 (2 pts), Nimble Dodge 6 (Replace Acrobatics with Expertise: Dancing if Desired) (5 pts), Showboating 4 (2 pts), Tree Stepping 1 (3 pts), Walk the Sky 4 (3 pts)

* See **Better Mousetrap 3e**

WAY OF THE HORSE

37+ points

Practiced by societies that make extensive use of mounted warriors, the Way of the Horse imparts training in both melee and ranged combat techniques while riding. Efficient, capable, mobile combat skills are a critical focus, as is adaptability and training one's mount to act as an extension of its rider while in battle.

This fighting style is often selected along with Way of the Lance.

Type: Weapon (Horse)

Stances: Disruptive, Firing, Neutral, Offensive, Weapon

Style Extras (3 pts): Attack Focus (Horse), Mobile 2

Style Flaws (–3 pts): Demanding (7 hours, –1), Weapon Dependent

Weapon Elements (4+ pts): Bow, Shield, Spear, Sword, additional one-handed weapons are common

Skills (6 pts): Close Combat: Way of the Horse 3, Expertise: Animal Handling (AWE) 4, Expertise: Riding (AGI) 5

Advantages (13 pts): Animal Empathy, Dedicated Defense, Distracting Attack, Favored Conditions (Horseback), Improved Charge, Martial Balance, Mobile Defense, Mobile Offense, Precise Attack (Close, Cover), Specialization * (Expertise: Animal Handling, horse), Trainer *, Way of the Horse Stances, Weapon Bind

Basic Maneuvers (5 pts): Basic Unarmed Horse Attacks (0 pts), Flying Attack (Mount Slam) (2 pts), Push/Shove (3 pts)

Advanced Maneuvers (9 pts): Focused Strike 2 (Horse) (3 pts), Focused Strike 2 (Bow) (3 pts), Nimble Dodge 4 (Use Expertise: Riding instead of Acrobatics) (3 pts)

* See **Better Mousetrap 3e**

WAY OF THE LANCE

21+ points

Both a sport and means of battle, this fighting style is more commonly known as "jousting" and is a way of life to



many a knight and noble. Upon the tournament grass, the Way of the Lance is relegated to a method of earning honor and fame, but upon the bloody battlefield it is the principle attack of heavy cavalry. There, it is utilized to shatter opposing lines and shake enemy morale, requiring far more of its practitioners than any mere sport could provide.

This fighting style is often selected along with Way of the Horse.

Type: Weapon (Lance)

Stances: Guarded, Neutral, Power, Weapon

Style Extras (4 pts): Aggressive, Attack Focus (Lance), Mobile 2

Style Flaws (–4 pts): Demanding (7 hours, –1), Predictable, Weapon Dependent

Weapon Elements (1+ pts): Shield, Spears are also often trained with as a replacement for the lance

Skills (6 pts): Close Combat: Way of the Lance 2, Expertise: Animal Handling (AWE) 2, Expertise: Riding (AGI) 6, Insight 2

Advantages (8 pts): All-Out Attack, Favored Conditions (Horseback), Improved Charge, Mobile Offense, Move-By Action, Specialization * (Expertise: Animal Handling, horse), Steadfast, Way of the Lance Stances

Basic Maneuvers (1 pt): Basic Lance Attacks (0 pts), Lunge (1 pt)

Advanced Maneuvers (5 pts): Awesome Strike 9 (Lance) (2 pts), Breaking Blow 6 (3 pts)

* See **Better Mousetrap 3e**

METAHUMAN STYLES

A world of super-heroes and -villains allows for unique opportunities to develop fighting styles that not only account or compensate for such abilities but actually rely on them. Here are some new fighting styles that may be studied by metahumans with the appropriate powers.

ALIKI ATL

59+/– points

Its planetary origins long lost to the cosmos, "Meteors Falling" is one of the most widely practiced martial arts in the known galaxy. Aliki atl is constructed in such a way as to be usable by most life forms, regardless of the number of limbs or physical strength they possess. It makes good use of awareness, leverage, precision, momentum, and counter-strength techniques rather than power and brute force methods. As such, aliki atl incorporates mental as well as physical development, stressing the need to outthink one's opponent to defeat them.

Type: Unarmed

Stances: Avoiding, Disarming, Disruptive, Fluid, Neutral, Reactive, Wary, Weapon

Style Extras (2 pts): Esoteric 2

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (2+/– pts): Staff, Sword (for those with the physical ability to use them; other weapons may be included and vary from one species to the next).

Skills (10 pts): Close Combat: Aliki Atl 7, Deception 3, Expertise: Biology 2, Expertise: Xenobiology 2, Insight 2, Perception 4

Advantages (24 pts): Accurate Attack, Aliki Atl Stances, Anticipation, Assessment, Daze (Deception), Damaging Escape, Dauntless (Select One Combat Maneuver), Defensive Attack, Defensive Roll 2, Flowing Form, Healing Trance, Improved Initiative, Improved Tricking, Instant Up, Martial Balance, Martial Defense, Mobile Trance, Move-By Action, Precise Attack (Close, Cover), Preferred Stance (Fluid), Quick Strike, Trance, Warrior's Trance

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Elbow Strike (pts varies), Escape (2 pts), Jab (pts varies), Lunge (1 pt), Side Kick (1 pt), Snap Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (15 pts): Calm Defense 4 (4 pts), Combat Awareness (1 pt), Iron Shirt 4 (2 pts), Nerve Strike 3 (4 pts), Sense Aggression (2 pts), Soft Landing 4 (2 pts)

ELASTKATA

42+ points

Due to the rarity of this fighting style's requisite powers, elastkata is mostly a self-taught art. It involves training a person with the ability to stretch their body how to employ it to their best advantage in a fight. Attacks tend to be circular and/or whipping in nature, making use of the practitioner's ability to elongate themselves and thus strike from unusual

Elastkata Stance: Rubber Band DC 13

Your stance stretches your body to its limits, whipping your extremities back and forth to the point of becoming painful.

Benefits: Enhanced Elongation 1

Detriments: Suffer as though from the Distracting flaw

Elastkata Advanced Combat Maneuver: Whirl-Whip

Effect: Strength-Based Damage, Inaccurate; Affliction (Resisted by Dodge; Vulnerable, Prone), Limited Degree • **–1 point, plus 3 points per 2 ranks**

You lash your arms out, whipping them in such a way as to both harm and knock down your target, allowing centrifugal force do the work rather than muscle.

angles. Indeed, a player may wish to consider adding the Indirect extra to one or more of their combat maneuvers, although the direct approach is also taken. By and large, however, this fighting style makes good use of elongation and is designed around the idea of keeping one's distance from a foe except when it comes time to grapple.

Type: Unarmed

Stances: Extended, High, Misleading, Neutral, Rubber Band

Style Extras (4 pts): Esoteric 3, Metahuman

Style Flaws (–0 pts): None

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Elastkata 2, Sleight of Hand 2

Advantages (10 pts): Aggressive Escape (Basic Unarmed Attack), Defensive Roll 2, Elastkata Stances, Escapist, Evasion, Flowing Form, Improved Trip, Instant Up, Reversal

Basic Maneuvers (8+ pts): Basic Unarmed Attacks (0 pts), Clothesline (pts varies), Escape (2 pts), Hammer Blow (1 pt), Hook (1 pt), Lunge (1 pt), Scissor Kick (1 pt), Sweep (2 pts)

Advanced Maneuvers (18+ pts): Lightning Strike (3 pts), Nimble Dodge 4 (Use Close Combat: Elastkata instead of Acrobatics) (3 pts), Retaliation Strike 2 (7+ pts), Whirl-Whip 4 (5 pts)

Flycom

46+ points

Short for "Flying Combat," this is a self-learned fighting style for metahumans with the power to fly. Most flycom maneuvers involve using one's momentum, as built up during flight, behind strikes that do not rely upon solid footing. In other words, their attacks can be delivered while in motion.

Type: Unarmed

Stances: Avoiding, Neutral, Throw

Style Extras (6 pts): Metahuman, Mobile 5



Style Flaws (–0 pts): None

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Flycom 1, Deception 3

Advantages (10 pts): All-Out Attack, Bob and Weave, Dauntless (Flying Attack: Basic Punch), Favored Conditions (Airborne), Flycom Stances, Mobile Defense, Mobile Offense, Move-By Action, Pummel 2 (Flying Attack: Basic Punch; Flying Attack: Select One Attack)

Basic Maneuvers (11+ pts): Basic Unarmed Attacks (0 pts), Flying Attack (Body Slam) (4 pts), Flying Attack (Clothesline) (base points varies, +2 pts), Flying Attack (Elbow Strike) (3 pts), Flying Attack (Basic Punch) (2 pts)

Advanced Maneuvers (17 pts): Airborne Strike 8 (17 pts)

Kyoukou Ryoku

73 points

"Unyielding Power" is a simplified fighting style founded on the employment of strength. It is often practiced by

super-strong metahumans who may know it by its common name of "Tanku" (Japanese for "tank.") It is largely self-taught, and thus has no formalized katas or training techniques. More than anything else, combat maneuvers are learned from experience and the necessity of having to live with such power.

Focus is normally on upper body strength, making grappling and hand strikes more common than kicks and the like. Raw, powerful attacks are emphasized over precision or speed, encouraging aggressive offense rather than a defense of any kind.

Type: Unarmed

Stances: Grounded, Neutral, Offensive, Power

Style Extras (0 pts): None

Style Flaws (–1 pt): Predictable

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat Kyoukou Ryoku 1, Intimidation 3

Advantages (32 pts): All-Out Attack, Aggressive Escape (Headbutt), Close Attack 2, Crushing Hold, Dauntless 2 (Exploding Strike, Knee Strike), Devastating Hold, Empowered Critical 2 (Select Two Combat Maneuvers), Fast Grab, Improved Critical 3 (Select Three Combat Maneuvers), Improved Exchange 2 (Power Attack), Improved Smash, Improved Throw *, Improvised Weapon, Improvised Weapon Element, Knockout 2 (Select Two Combat Maneuvers), Kyoukou Ryoku Stances, Martial Defense, Neck Breaker, Power Attack, Shattering Blow (Select One Combat Maneuver), Startle, Takedown, Take The Hit, Up In Your Face, Weapon Break

Basic Maneuvers (22 pts): Basic Unarmed Attacks (0 pts), Body Slam ("bombs away") (2 pts), Elbow Strike ("face tickler") (1 pt), Exploding Strike ("the boom") (1 pt), Hammer Blow ("nail pounder") (1 pt), Haymaker ("cannon") (1 pt), Headbutt ("ring the bell") (3 pts), Knee Strike ("groin ringer") (2 pts), Push/Shove ("clear the road") (3 pts), Throw ("taking out the trash") (3 pts), Uppercut ("hello surprise") (5 pts)

Advanced Maneuvers (18 pts): Bull's Surge 6 (5 pts), Strong Throw 6 (6 pts), Wallop 6 (7 pts)

* See **Better Mousetrap 3e**

PREDA TE

65+ points

Legends tell that this fighting style was developed thousands of years ago by a now extinct race of man-tigers native to Japan's most remote reaches. As such, this style now only exists amongst the rare masters, usually loners who live apart from humanity in the wilds.

Stressing the acceptance of humanity's animal instincts, preda te teaches mobility, stealth, and closing with an enemy as quickly as possible to unleash claw-like attacks. As such, this fighting style seems tailored to metahumans possessing claws (if they can find someone to teach them, that is) and similar bestial powers.

Type: Unarmed

Stances: Extended, Low, Neutral, Offensive, Prone, Wary

Style Extras (4 pts): Aggressive, Attack Focus (Claw Strike), Esoteric, Mobile

Style Flaws (–1 pt): Demanding (7 hours, –1)

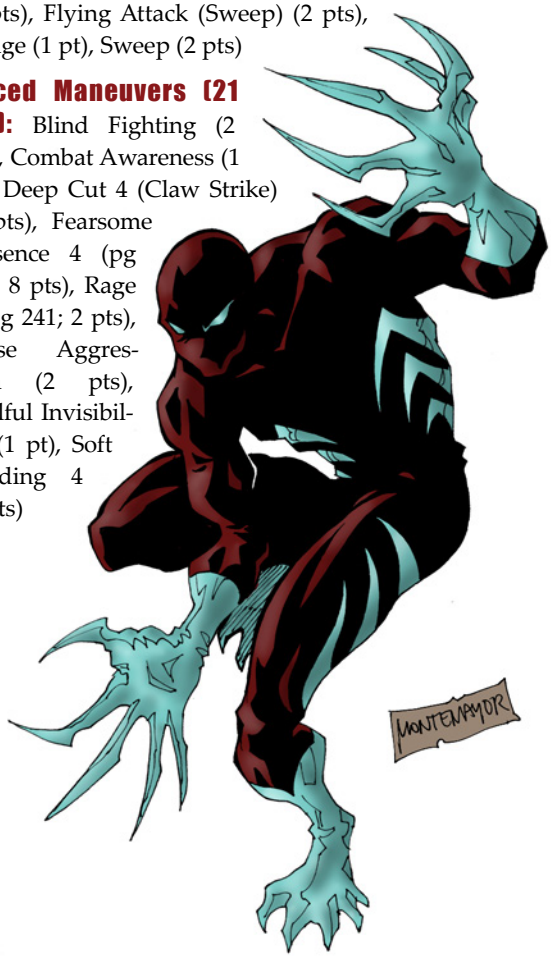
Weapon Elements (0+ pt): Nekode (only if the practitioner does not have claws)

Skills (10 pts): Athletics 4, Close Combat: Preda Te 2, Expertise: Survival (AWE) 4, Perception 4, Stealth 6

Advantages (16 pts): All-Out Attack, Ambush, Attack Mastery (Claw Strike), Attack Specialist (Claw Strike), Cunning Fighter, First Strike, Instant Up, Living Weapon (Claw Strike), Martial Balance, Monkey Climber, Move-By Action, Preda Te Stances, Preferred Stance (Low), Sneak Attack *, Specialization * (Athletics, jumping), Tracking

Basic Maneuvers (15 pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Escape (2 pts), Flying Attack (Claw Strike) (2 pts), Flying Attack (Lunge) (2 pts), Flying Attack (Sweep) (2 pts), Lunge (1 pt), Sweep (2 pts)

Advanced Maneuvers (21 pts): Blind Fighting (2 pts), Combat Awareness (1 pt), Deep Cut 4 (Claw Strike) (3 pts), Fearsome Presence 4 (pg 241; 8 pts), Rage 2 (pg 241; 2 pts), Sense Aggression (2 pts), Skillful Invisibility (1 pt), Soft Landing 4 (2 pts)

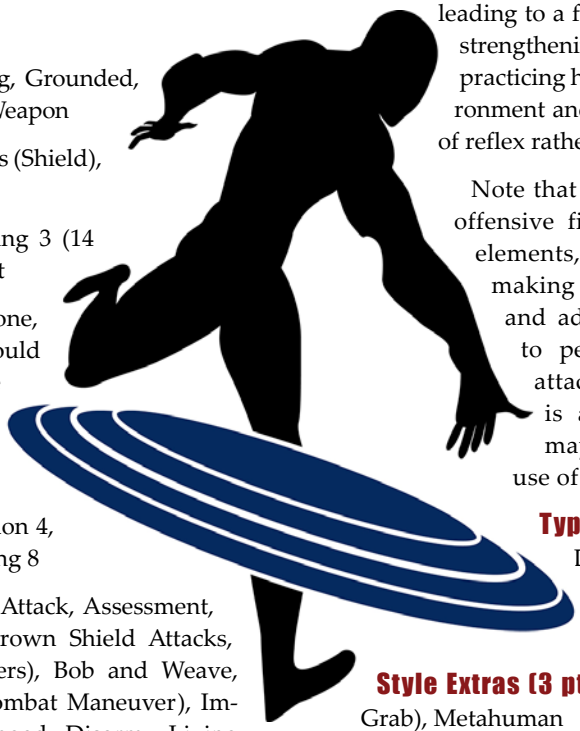


Shield Slinging

98+ points

Using an aerodynamic shield as a thrown weapon, a practitioner of shield slinging strikes while on the move. Mainly self-taught, this fighting style involves keeping on the move and using the angles to bounce one's shield to hit where an opponent least expects it. Ricochets, bounces, and surprise are the hallmarks of this unique and very unorthodox fighting style.

Despite this fighting style's name, the shield weapon element may easily be substituted for something else. This could be a hammer, discus, or anything else the Gamemaster and player agree is appropriate to the style. Of key importance is the ability of the weapon to make a ricochet. If the weapon has an edge that prevents it from doing so, as would a shuriken, it is likely not an appropriate substitution.



Type: Weapon (Shield)

Stances: Blocking, Bobbing, Firing, Grounded, Neutral, Reactive, Throwing, Weapon

Style Extras (4 pts): Attack Focus (Shield), Esoteric, Mobile 2

Style Flaws (–5 pts): Demanding 3 (14 hours, –2), Weapon Dependent

Weapon Elements (0+ pts): None, but ranged weapons that would be considered appropriate substitutions for the shield may be taken as additional weapon elements.

Skills (8 pts): Insight 4, Perception 4, Ranged Combat: Shield Slinging 8

Advantages (24 pts): Accurate Attack, Assessment, Attack Specialist 3 (Basic Thrown Shield Attacks, Select Two Combat Maneuvers), Bob and Weave, Finesse Attack (Select One Combat Maneuver), Improved Aim, Improved Ranged Disarm, Living Weapon 3 (Basic Thrown Shield Attacks, Select Two Combat Maneuvers), Martial Balance, Precise Attack (Ranged, Cover), Quick Draw, Ranged Attack 2, Redirect, Reliable Attack * (Basic Thrown Shield Attacks), Shield Slinging Stances, Throwing Mastery 4

Basic Maneuvers (29+ pts): Basic Thrown Shield Attacks (0 pts), Ranged Exploding Strike (2 pts), Ranged Haymaker (9 pts), Ranged Jab (pts varies; +1 cost per rank for Ranged), Ranged Rabbit Punch (4 pts), Ranged Sweep (5 pts), Ranged Uppercut (9 pts)

Advanced Maneuvers (38 pts): Bank Shot 8 (Pinball) (17 pts), Eagle Eye Aim 6 (3 pts), Extreme Distance Shot 2 (3 pts), Focused Strike 4 (Basic Thrown Shield Attacks) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts), Focused Strike 4 (Select One Combat Maneuver) (5 pts)

* See **Better Mousetrap 3e**

Tooi Kokorozashi Te

80+ points

This fighting style was developed by reclusive, superpowered monks forced to leave society thousands of years ago due to their powers. "Hand of the Distant Will" trains individuals possessing the gift of telekinesis how to use their ability to fight at a distance. They do so by using their power as an extension of their will, just as mundane martial artists do with their physical body.

Traditional martial arts concepts such as "linear versus circular" have no meaning in this fighting style (meaning the Indirect extra may be added to basic combat maneuvers if desired). The mind travels where and how it wishes and need not worry about momentum and the like. Instead, an attack's "strength" comes from within the practitioner, leading to a focus on concentration- and focus-strengthening techniques. Also important is practicing how best to make use of one's environment and enemy's positioning as a matter of reflex rather than conscious thought.

Note that tooi kokorozashi te is purely an offensive fighting style. To add defensive elements, a practitioner should consider making the Telekinesis power dynamic and adding defensive alternate effects to permit blocking and redirecting attacks. Once Grandmaster status is achieved, defensive advantages may then be added to make the best use of such alternate effects.

Type: Weapon (Move Object with the Damaging extra)

Stances: Misleading, Neutral, Reactive, TK, Wary

Style Extras (3 pts): Aggressive, Attack Focus (TK Grab), Metahuman

Style Flaws (–7 pts): Demanding (7 hours, –1), Weak Defense 2 (Parry), Weak Defense 2 (Dodge), Weapon Dependent

Weapon Elements (0 pts): None

Skills (9 pts): Expertise: Psychic 6, Insight 2, Martial Arts 4, Perception 2, Ranged Combat: Tooi Kokorozashi Te 4

Advantages (12 pts): Assessment, Chokehold, Crushing Hold, Deceptive Stance, Knockout (Ear Shot), Martial Balance, Offensive Defense, Sweeping Strike, Tooi Kokorozashi Te Stances, Trance, Unbalancing Strike, Warrior's Trance

Basic Maneuvers (36+ pts): Basic Telekinetic Attacks (0 pts), Ranged Body Slam (8 pts), Ranged Clothesline (pts varies; +1 cost per rank for Ranged), Ranged Ear Shot (pts varies), Ranged Eye Gouge (5 pts), Ranged Hammer

Blow (3 pts), Ranged Push/Shove (6 pts), Ranged Sweep (5 pts), Ranged Throw (9 pts)

Advanced Maneuvers (27 pts): Dervish 4 (12 pts), Eagle Eye Aim 4 (2 pts), Geomantic Strike 5 (13 pts)

Tooi Kokorozashi Te Stance: TK DC 14

You assume a position of maximum comfort to best concentrate on your power, but doing so in turn makes you an easier target to strike.

Benefits: Move Object +1 rank

Detriments: −2 to Parry and Dodge

Tooi Kokorozashi Te Advanced Maneuver: Dervish

Effect: Ranged Shapeable Area Damage, Indirect, Ranged Combat: Tooi Kokorozashi Te Check Required • **3 points per rank**

Using your telekinesis, you fill an area with a flurry of tiny "punches."

WEB-FU

51 points

This fighting style is included as an example of how an individual character may exploit their powers to devise a unique combat style. To better illustrate how this is done, this fighting style has been crafted to suit a well-known, highly-acrobatic, web-using super-hero's abilities. (Shush—we won't tell if you don't).

Type: Unarmed

Stances: Avoiding, Fluid, Grounded, Misleading, Neutral, Reactive

Style Extras (1 pt): Attack Focus (Webs)

Style Flaws (–0 pts): None

Weapon Elements (1 pt): Webs

Skills (4 pts): Acrobatics 3, Athletics 4, Close Combat: Web-Fu 1

Advantages (17 pts): Agile Feint, Acrobatic Defense, Acrobatic Fighter, Daze (Deception), Cunning Fighter, Deceptive Stance, Dedicated Defense, Entangling Feint, Escapist, Favored Conditions (Wall-Crawling), Improved Grab, Instant Up, Mobile Defense, Move-By Action, Multi-Entangle, Superior Entangle Weapon, Web-Fu Stances

Basic Maneuvers (3 pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Lunge (1 pt)

Advanced Maneuvers (25 pts): Combat Concealment (3 pts), Nimble Dodge 6 (5 pts), Soft Landing 6 (3 pts), Web n' Spin 3 (10 pts), Yank n' Wallop 3 (4 pts)

Web-Fu Advanced Maneuver: Web n' Spin

Effect: Cumulative Ranged Affliction (Resisted by Dodge, Overcome by Escape or Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree, Push Over 2; Enhanced Strength, Limited to Throwing Immobilized Affliction Targets • **–2 points, plus 4 points per rank**

You ensnare your target with your webbing, spin about to build momentum, and then release to toss them.

Web-Fu Advanced Maneuver: Yank n' Wallop

Effect: Move Object, Limited to Pulling towards You; Enhanced Combat Reaction (Select One Combat Maneuver When Yanked Target is in Close Range) • **1 point, plus 1 point per rank**

Using a web, you snare an opponent, pull them towards you and crack them a good one.

WEISE VON GESTALT

23 points

"Way of Wholeness" was developed by Germany's metahuman forces during World War II as a means to overcome the more numerous metahuman agents fielded by the Allies. Otherwise known as WVG, or "Team-Te," this fighting style teaches a team to fight together in a cooperative manner.

Type: Unarmed

Stances: Neutral, Pack

Style Extras (0 pts): None

Style Flaws (–1 pt): Demanding (7 hours, –1)

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Weise Von Gestalt 4

Advantages (10 pts): Dedicated Dodge, Distracting Attack, Favored Conditions (Fighting in a Group of Four or More), Interpose, Move-By Action, Redirect, Set-Up, Stylistic Teamwork, Teamwork, Weise Von Gestalt Stances

Basic Maneuvers (0 pts): Basic Unarmed (0 pts)

Advanced Maneuvers (12 pts): Merry-Go-Round Kick 4 (9 pts)

ZIP-ALONG

57+ points

A self-taught fighting style, zip-along allows a character with enhanced ground movement powers to utilize their

Weise Von Gestalt Stance: Pack DC 11

You are better able to find a foe's weaknesses when an ally is distracting them.

Benefits: +1 to attack while an ally is directly opposite you on the other side of your target

Detriments: −1 Parry and Dodge versus attacks against you from directions other than that of your current target/facing.

speed and momentum to their best advantage. At great speed, practitioners are able to perform some astounding feats of martial prowess.

Type: Unarmed

Stances: Avoiding, Bobbing, Disruptive, Fluid, Neutral, Offensive, Reactive

Style Extras (4 pts): Mobile 4

Style Flaws (–0 pts): None

Weapon Elements (0 pts): None

Skills (2 pts): Close Combat: Zip-Along 1, Sleight of Hand 3

Advantages (16 pts): Action Surge, Added Critical (Clothesline; Affliction 0 [Resisted by Dodge; Vulnerable, Prone], Limited Degrees), Defensive Attack, Evasion, Favored Conditions (Moving At Rank 3+), Follow-Up Strike, Improved Initiative, Improved Readiness 2 (Select Two Combat Maneuvers), Instant Up, Martial Balance, Mobile Defense, Mobile Offense, Move-By Action, Sweeping Strike, Zip-Along Stances

Basic Maneuvers (7+ pts): Basic Unarmed Attacks (0 pts), Clothesline (pts varies), Escape (2 pts), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (28 pts): Blurred Attack (2 pts), Jetstream 6 (18 pts), Lightning Strike (3 pts), Nimble Dodge 6 (Use Appropriate Movement Power Check instead of Acrobatics) (5 pts),

PRETERNATURAL / SPIRITUAL STYLES

The following fighting styles are presented as examples of the sort of martial arts that may develop in game settings where supernatural elements come into play and humanity has developed ways to combat it.

DÄMONFLUCH

54+ points

Originally formalized by the Roman Catholic Church in Germany, "Demonbane" or "Demon's Curse" is a fighting style devised by the Inquisition to fight demons and devils. This martial art has since been adopted by various other faiths who have taken on a similar calling. A practitioner is taught to evade and resist demonic influence, keeping the creature away long enough to prepare one's own attacks, which are designed to be both precise and devastating.

Type: Unarmed

Stances: Avoiding, Guarded, Neutral, Wary, Weapon

Style Extras (2 pts): Divine (Attacks are Holy), Spiritual

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (1 pt): Select One

Skills (7 pts): Close Combat: Dämonfluch 3, Expertise: Magic 3, Expertise: Theology & Philosophy (AWE/INT) 4, Perception 4

Advantages (17 pts): Accurate Attack, Assessment, Dämonfluch Stances, Dauntless (Jab), Defensive Roll 2, Duck and Cover, Evasion, Favored Foe (Demons/Devils), Hard Throw, Martial Balance, Mobile Trance, Specialization 2 * (Expertise: Magic, demons and devils; Expertise: Theology & Philosophy, select one religion), Trance, Warrior's Trance, Uncanny Dodge

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Elbow Strike (pts varies), Escape (2 pts), Jab (pts varies), Knee Strike (2 pts), Push/Shove (3 pts), Throw (3 pts)

Zip-Along Advanced Maneuver: Blurred Attack

Effect: Burst Area, Selective, Variable Descriptor (Zip-Along Close Attacks), Quirk (One Attack Check Required) • **2 points**

You are able to make close attacks against opponents immediately around you. Unlike most area attacks, you are required to make a single attack which is then applied against all potential targets.

Zip-Along Advanced Maneuver: Jetstream

Effect: Line Area 3 (15 ft. x 60 ft). Close Move Object, Continuous, Limited to Trailing Behind, Limited to Pulling Towards You • **3 points per rank**

Anyone or anything in your wake is pulled along behind you.

Dämonfluch Advanced Combat Maneuver: Smite

Effect: Enhanced Damage with Selected Combat Maneuver, Expertise: Magic (Demons and Devils) or Expertise: Theology & Philosophy (Selected Religion) Check Required • **–1 point, plus 1 point per rank**

You are able to utilize your understanding of demon physiology or divine power to increase the harm you may inflict upon demonkind. Select which skill check is required when the combat maneuver is obtained.

Advanced Maneuvers (19 pts): Combat Awareness (1 pt), Empty Mind 3(12 pts), Ghost Fighting (Full Damage) (3 pts), Smite 4 (Jab) (3 pts)

* See **Better Mousetrap 3e**



FENG SHUIDO

80 points

This is an ancient Chinese fighting art that combines the practical and mystical elements of feng shui and geomancy. Feng shuido's secrets have been passed down from master to student in remote locales for thousands of years. Practitioners must develop an understanding of geomancy, Taoism, and feng shui that allows them to sense energies flowing through nature, utilizing them to perform the fighting style's techniques.

This fighting style uses a series of circular motions interrupted by abruptly sharp, cutting strikes and evasions. Its movements mimic both the fluidity of water and the wind, coupled with the forcefulness of the earth. Practitioners also make good use of the staff, as it can act as a weapon, walking stick, and grounding element for any geomancy they may cast in battle.

Type: Unarmed

Stances: Disruptive, Grounded, Fluid, High, Low, Neutral, Weapon

Style Extras (2 pts): Geomantic, Mystic

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (1 pt): Staff

Skills (8 pts): Close Combat: Feng Shuido 4, Expertise: Geomancy (AWE) 8, Expertise: Theology & Philosophy (AWE/INT) 4

Advantages (24 pts): Countering Expert (Geomancy), Defensive Roll 4, Favored Environment (Locations of Geomantic Strength), Feng Shuido Stances, Flowing Form, Grab Breaker 2 (Dual Punch, Push/Shove), Improved Charge, Improved Defense, Improved Disarm, Improved Trip, Instant Up, Knockout 2 (Dual Punch, Knife Hand), Mobile Defense, Prone Fighting, Soft Defense, Specialization 2 * (Expertise: Theology & Philosophy, feng shui, Taoism), Steadfast 2

Basic Maneuvers (23 pts): Basic Unarmed Attacks (0 pts), Crescent Kick (Inward) (8 pts), Dual Punch (2 pts), Escape (2 pts), Exploding Strike (1 pt), Flying Attack (Dual Punch) (2 pts), Flying Attack (Push/Shove) (2 pts), Knife Hand (1 pt), Push/Shove (3 pts), Sweep (2 pts)

Advanced Maneuvers (25 pts): Geomantic Strike 6 (15 pts), Iron Shirt 4 (2 pts), Pillar of the Earth 6 (2 pts), Quaking Strike 6 (3 pts), Soft Landing 6 (3 pts)

* See **Better Mousetrap 3e**

Hellicade

67+ points

It would seem that even Hell has a tradition of developing its martial abilities by devising a variety of fighting styles suited to its evil denizens. Hellicade is the most common of these arts and is practiced by elite demon foot soldiers leading armies against their masters' foes or to be employed in individual combat against mortal champions. A brutal martial art, hellicade emphasizes sweeping claw strikes, force through strength, and acquiring and maintaining close-quarters positioning that allows the demon to bring any of its deadly natural abilities into play.

Type: Unarmed

Stances: Extended, Finishing, Grappler, Neutral, Offensive, Power, Weapon

Style Extras (3 pts): Aggressive, Attack Focus (Claw Strike), Divine (Attacks are Unholy)

Style Flaws (–2 pts): Demanding 2 (7 hours, –2)

Weapon Elements (3 pts): Polearm, Sword, Whip

Skills (6 pts): Close Combat: Hellicade 4, Insight 4, Intimidation 4

Advantages (20 pts): All-Out Attack, Assessment, Dauntless (Claw Strike), Dirty Attack, Finish Them, Grabbing Parry, Hard Defense, Hellicade Stances, Improved Critical (Claw Strike), Improved Grab, Instant Up, Living Weapon (Claw Strike), Martial Defense, Mobile Offense, Move-By Action, Offensive Defense, Power Attack, Startle, Up In Your Face, Weapon Bind

Basic Maneuvers (19+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Flying Attack (Claw Strike) (2 pts), Hook (1 pt), Lunge (1 pt), Roundhouse Kick (pts varies), Throw (3 pts)

Advanced Maneuvers (18 pts): Awesome Strike 6 (Claw Strike) (1 pt), Blind Fighting (2 pts), Flaming Fists 4 (4 pts), Focused Strike 4 (Claw Strike) (5 pts), Soul Drain 4 (6 pts)

Kira-Gaki

41+ points

This is an ancient, nigh-forgotten fighting style from the days of legend when the undead wandered the forests and wilderness of Japan, looking for living upon which to feed. It has survived amongst brotherhoods and families still dedicated to fighting those things that gnaw and claw in the night.

Roughly translated as "ghoul killer," kira-gaki acknowledges the general superiority most walking dead possess regarding strength and resistance to damage. As such, this fighting style focuses on maintaining one's defenses—staying alive—until the opportunity to strike presents itself. When such a moment comes, the practitioner must strike with direct, forceful precision at the creature's weakness.

Type: Unarmed

Stances: Avoiding, Guarded, Neutral, Wary, Weapon

Style Extras (1 pt): Defensive

Style Flaws (–1 pt): Predictable

Weapon Elements (4 pts): Axe, Shovel/Spade, Staff, Sword

Skills (7 pts): Close Combat: Kira-Gaki 2, Expertise: Magic 2, Expertise: Mythology 4, Perception 4, Sleight of Hand 2

Advantages (17 pts): Assessment, Dedicated Defense, Defensive Strike, Favored Foes (Undead), Improved Defense, Improved Disabling 2 (Select Two Combat Maneuvers), Improvised Weapon Element, Improvised Weapon, Instant Up, Kira-Gaki Stances, Martial Defense, Mobile Defense, Move-By Action, Offensive Defense, Specialization * (Expertise: Magic, the undead), Uncanny Dodge

Basic Maneuvers (7+ pts): Basic Unarmed Attacks (0 pts), Exploding Strike (1 pt), Escape (2 pts), Jab (pts varies), Lunge (1 pt), Push/Shove (3 pts)

Advanced Maneuvers (6 pts): Combat Awareness (1 pt), Eagle Eye Aim 6 (Limited to Attacks versus the Head) (2 pts), Nimble Dodge 4 (3 pts)

* See **Better Mousetrap 3e**

Mythic Janna

106+ points

This variation of janna (pg 198) is rooted in the myths and legends surrounding the Hashishin assassins and their reputed use of hashish and Islamic magic. Before going on a mission, a Hashishin is made to eat hashish (often mixed with other chemicals), robbing them of their fears and focusing them on their goals.

Type: Unarmed

Stances: Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon

Style Extras (4 pts): Attack Focus (Dagger/Knife), Esoteric 2, Mystic

Style Flaws (–6 pts): Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements (2 pts): Dagger/Knife, Sword

Skills (26 pts): Athletics 6, Close Combat: Mythic Janna 6, Deception 5, Expertise: Magic 4, Expertise: Psychology 4, Expertise: Survival (AWE) 2, Expertise: Tactics 6, Insight 6, Sleight of Hand 3, Stealth 10

Advantages (37 pts): Accurate Attack, Ambush, Assessment, Attack Specialist (Dagger/Knife), Chokehold, Dauntless 2 (Dagger/Knife, Select One Combat Maneuver), Deceptive Stance 2, Daze (Deception), Finish Them,

Follow-Up Strike, Guard Weapon, Improved Disabling 2 (Dagger/Knife), Improved Grab, Improved Joint Lock, Improved Tricking, Joint Lock, Lie in Wait, Living Weapon (Select One Combat Maneuver), Martial Defense, Mythic Janna Stances, Neck Breaker, Offensive Defense, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Ritualist, Specialization 4 *(Deception, disguise; Expertise: Magic, Islamic magic; Expertise: Psychology, behavior; Expertise: Tactics, assassination), Sneak Attack *, Startle, Trance, Warrior's Trance

Basic Maneuvers (9+ pts): Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (pts varies), Eye Gouge (pts varies), Hammer Blow (1 pt), Headbutt (pts varies), Knee Strike (2 pts), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers (34 pts): Animal Form 5 (18 pts), Combat Concealment (3 pts), Deep Cut 6 (Dagger/Knife) (4 pts), Eagle Eye Aim 6 (3 pts), Shadow Stepping 6 (6 pts)

* See **Better Mousetrap 3e**

Mythic Janna Advanced Combat Maneuver: Animal Form

Effect: Variable (Shift Forms), Activation (Move), Concentration, Expertise: Magic (Islamic Magic) Check Required, Limited to Animals of Same Size or up to Two Ranks Smaller, Slow (Ritual) • **–2 points, plus 4 points per rank**

The assassin is able to take on the shape of many animals of roughly their own size or somewhat smaller. Doing so requires undertaking a brief ritual.

Drug: Hashish

Prepared from the cannabis plant's compressed, stalked resin glands, the effects are much the same as smoking marijuana but with greater potency. There may be other effects as well, depending on how the hashish was prepared, where it was grown, and if it was mixed with any impurities.

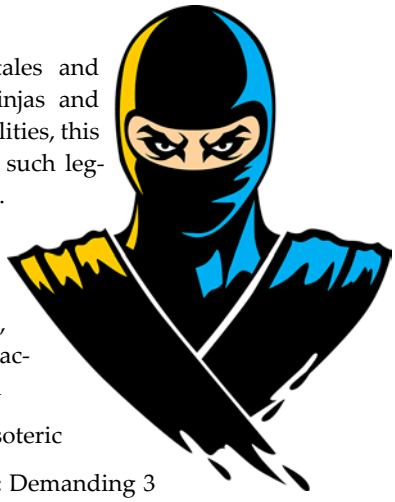
Hashish: Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Controlled), Addictive (Fortitude) *, Drawn Out *, Progressive, Stacking (+1 DC, 12 seconds between attempts, 2 minutes between recovering; +5 points), Limited to Calming and/or Fear/Paranoia, Side-Effect 2 (Memory Loss and Extreme Appetite); Enhanced Will 8, Limited to Pain; Enhanced Fortitude 8, Limited to Pain; Weaken Awareness 4 (Resisted by Fortitude), Progressive, Stacking (+1 DC, 12 seconds between attempts, 2 minutes between recovering; +5 points) • **54 points**

Expertise: Chemistry DC: 16

* See **Better Mousetrap 3e**

Mystic Ninjutsu

82+ points



Building on the tales and myths surrounding ninjas and their mystic martial abilities, this fighting style assumes such legendary powers are real.

Type: Unarmed

Stances: Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Extras (1 pt): Esoteric

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

Weapon Elements (7 pts): Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Skills (16 pts): Acrobatics 4, Athletics 4, Close Combat: Mystic Ninjutsu 4, Deception 4, Expertise: Survival (AWE) 2, Expertise: Tactics 2, Expertise: Theology & Philosophy (AWE/INT) 2, Sleight of Hand 4, Stealth 6

Advantages (22 pts): Ambush, Chokehold, Deceptive Attack 2 (Select Two Combat Maneuvers), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Select Two Combat Maneuvers), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjutsu Stances, Neckbreaker, Parkour, Sneak Attack *, Startle, Takedown

Basic Maneuvers (14+ pts): Basic Unarmed Attacks (0 pts), Ear Shot (pts varies), Elbow Strike (pts varies), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (25 pts): Blind Fighting (2 pts), Blinding Strike 3 (3 pts), Eagle Eye Aim 2 (1 pt), Mystic Invisibility (2 pts), Nerve Strike 2 (3 pts), Phantom Path (8 pts), Shadow Stepping 3 (3 pts), Tree Stepping 1 (3 pts)

* See **Better Mousetrap 3e**

Vampité

46+ points

The undead walk the Earth, but thankfully there are some who hunt the monsters in secret. Long trained by mysterious organizations, these brave souls have devoted themselves to the cause, developing techniques designed to take on and permanently put to rest their immortal, bloodsucking prey.

Focusing on defense, grappling, quick recovery, and rapid strikes, vampité teaches the practitioner to use their foe's

supernatural strength to the vampire hunter's advantage. This fighting style also imparts discipline of the mind and of perception. This helps practitioners better see through their prey's illusions and trickery, and to spot the right moment to strike the vampire's weak spot: its heart.

Type: Unarmed

Stances: Avoiding, Blocking, Finishing, Grappler, Guarded, Neutral, Low, Weapon

Style Extras (1 pt): Attack Focus (Stake)

Style Flaws (–0 pts): None

Weapon Elements (2 pts): Stake, Dagger/Knife

Skills (7 pts): Close Combat: Vampité 6, Insight 4, Perception 4

Advantages (21 pts): Accurate Attack, All-Out Attack, Cheap Shot, Dauntless (Stake Heart Stab), Fast Grab, Favored Foe (Vampires), Finish Them, Improved Defense, Improved Grab, Improved Hold, Improved Tricking, Improvised Weapon Element, Instant Up, Martial Defense, Offensive Defense, Prone Fighting, Quick Draw, Quick Strike, Reversal, Sneak Attack *, Vampité Stances

Basic Maneuvers (10+ pts): Basic Unarmed Attacks (0 pts), Escape (2 pts), Jab (pts varies), Push/Shove (3 pts), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers (5 pts): Blind Fighting (2 pts), Eagle Eye Aim 9 (Limited to Attacks versus the Heart) (3 pts)

* See **Better Mousetrap 3e**

Ye Long Jian Ya

76+ points

"Fangs of the Foul Dragon" is an ancient, evil fighting style that mixes dark sorcery with martial prowess. It was practiced by corrupt sorcerers who found arcane significance in the perfection of a fighting style, and by those who knew their magic could fail them and did not want to be caught unprepared. The atrocities committed by its practitioners through the millennia are the legends that birth nightmares, and so it is a good thing that the art has been (believed) lost for several centuries.

Type: Unarmed

Stances: Disruptive, Grounded, Neutral, Offensive, Wary

Style Extras (1 pt): Mystic

Style Flaws (–3 pts): Demanding 3 (14 hours, –2)

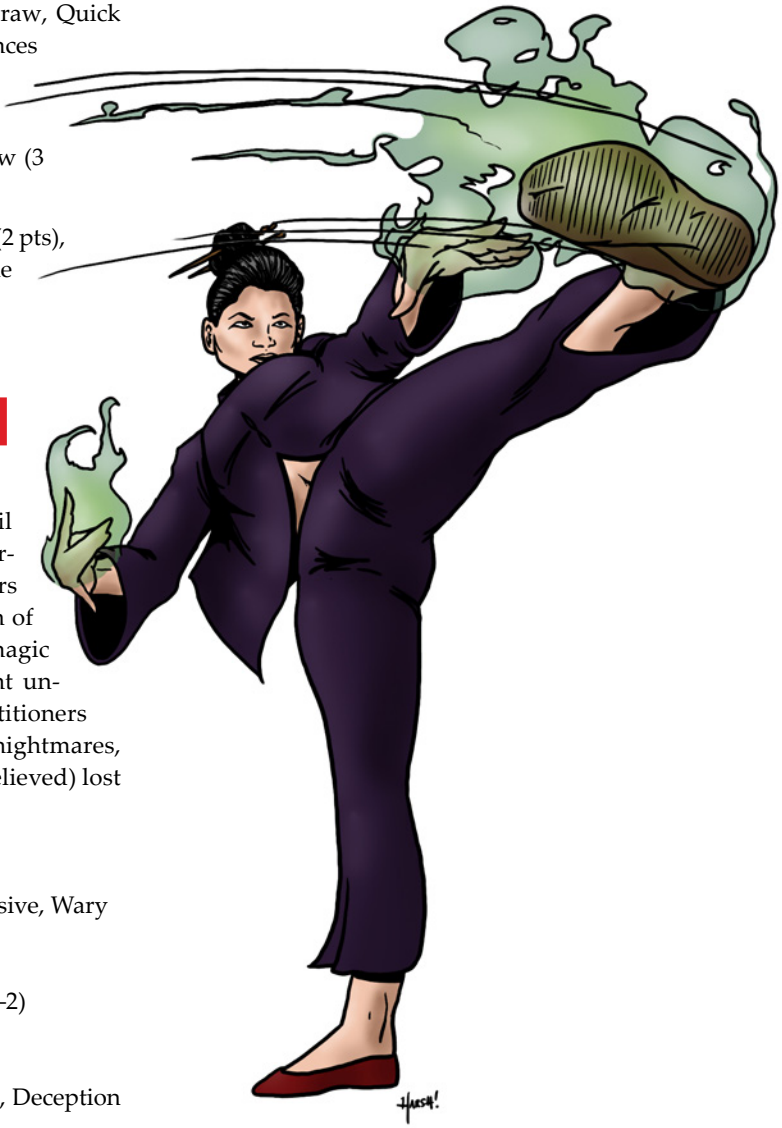
Weapon Elements (0 pts): None

Skills (8 pts): Close Combat: Ye Long Jian Ya 4, Deception 4, Expertise: Magic 8

Advantages (16 pts): Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Chokehold, Dauntless (Knife Hand), Diverting Feint, Grabbing Parry, Improved Grab, Improved Joint Lock, Instant Up, Joint Lock, Kata (Ye Long Jian Ya), Martial Defense, Martial Balance, Neck Breaker, Trance, Uncanny Dodge, Ye Long Jian Ya Stances

Basic Maneuvers (15 pts): Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Claw Strike (4 pts), Escape (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Side Kick (1 pt), Throw (3 pts)

Advanced Maneuvers (39+ pts): Blind Fighting (2 pts), Dim Mak 6 (25 pts), Fearsome Presence 4 (pg 241) (8 pts), Flaming Fists 4 (4 pts); the practitioner must have at least 4 ranks in some form of spellcasting beyond the Ritual advantage.



8. TOOLS OF THE FIGHT

Although most martial arts weapons will fall within the generally described weapons of the core book, there are some with notable differences. These weapons follow and are built and purchased using the usual rules for equipment. Also provided are weapon qualities that allow for refining a weapon's capabilities.

Some of this material is reprinted from other sources for your convenience. Additional, martial arts appropriate melee and ranged weapons may also be found in **Better Mousetrap 3e**.

Weapon Damage

The primary effect of most weapons is Damage since the main purpose of a weapon is to inflict injury. Also, many are Strength-Based. Archaic and exotic weapons are also Strength-Based unless their damage relies on some property of the weapon rather than how forcefully it is wielded.

DAMAGE TYPES

Melee weapon damage comes in three descriptors: bludgeoning, piercing, and slashing.

Bludgeoning weapons, like clubs or hammers, rely on sheer force, and the weapon being stronger than the object or person it strikes.

Piercing weapons are pointed and thrust, point first, into their targets, like spears or arrows. They're usually designed to focus a great deal of force on a tiny point and to penetrate armor.

Slashing weapons are sharp edged and swung, like a sword or via a chain or long handle to provide leverage.

A weapon's damage type may affect game traits like Immunity and limited forms of resistance; a foe Immune to Piercing Damage, for example, can still suffer damage from a bludgeoning weapon.

Some weapons have multiple damage descriptors. A sword, for example, can be both a slashing and piercing weapon, depending on how it's wielded. The same for a hammer backed with a claw/pick (both bludgeoning and piercing). This does not have a cost—it's just a quality of the descriptors unless the breadth reaches the level of the 1-point version of the Variable Descriptor extra.

WEAPON QUALITIES

Weapons may have a variety of different qualities that define them. Some of these qualities are modifiers (extras and flaws) for the weapon's Damage effect while others are Features added on top of the weapon's Damage, or Alternate Effects of its Damage for a weapon with different uses. Weapon qualities that are effectively Enhanced Advantages do not stack with other advantages unless the advantage is normally ranked.

When a Strength-Based Damage effect has modifiers that increase its cost to more than 1 point per rank, a special rule applies to the addition of Strength ranks to the effect's Damage rank. Divide the wielder's Strength rank by the Damage effect's point cost per rank and round down to determine the total Strength bonus that applies to the weapon.

A compound bow with Strength-Based Range Damage (2 points per rank) divides the wielder's Strength rank in half before adding any bonus to the bow's Damage.

This rules does not apply to modified Damage effects with a cost of less than 1 point per rank (the Strength rank is not multiplied for these effects), nor does it apply to flat modifiers that do not change cost per rank. Flat modifiers simply apply their normal rank to the total damage of the effect. Additional modifier ranks can be taken to "widen" the extra to include added Strength ranks (to a point).

Lethal Damage and Injury

Although piercing and slashing weapons are designed to be lethal in the real world (bludgeoning weapons, too, when sufficient force is applied), comic books often choose to overlook the nastier effects of these weapons. Instead, targets suffer no more than a few nicks and cosmetic cuts, and a hero with a sword can defeat a foe without running him through or otherwise causing any lasting—much less lethal—injury. This is the default assumption of the game's rules, which treats all Damage largely the same by assuming damage is not lethal unless an attacker deliberately chooses to kill an incapacitated target. Likewise, serious injuries resulting from weapons are treated as complications rather than the specific result of failed Toughness resistance checks (see **Lasting Injuries** in the core rules).



A Strength-Based Damage sword has Penetrating 3, the same as its Damage rank. Additional Strength ranks add to the sword's Damage, but are not Penetrating. However, the sword could have Damage 3, Penetrating 8, allowing up to 5 additional Strength ranks added to it to become Penetrating as well.

Ammunition

As alternative ammunition, the attack uses the range of the weapon it is fired from based on that weapon's normal range due to its standard effect. Do not use the range that would normally be associated with this particular effect's rank. *+0 or +1 flat point per rank if the weapon the ammunition is fired from doubles or more the effect's normal range based on its rank.*

Accurate

Attacks with the weapon gain a +2 bonus to the attack check per rank of this quality. This bonus counts towards power level determinations. *+1 flat point per rank.*

Aura

The striking portion of the weapon is surrounded by an aura of some damaging force or energy (not the same as the Energy Aura power from the core rules, however). In game terms, this applies an additional descriptor to the weapon's damage. For example, a sword with a flame aura has the "fire" descriptor while a hammer with a lightning aura has the "electrical" descriptor on its damage in addition to bludgeoning. This is primarily just a Damage descriptor but may, like the basic descriptors for damage type, change how the weapon affects some targets, such as a foe vulnerable to fire. The aura may also allow the wielder to perform different stunts with the weapon. *+1 flat point.*

Bane

The weapon is especially effective against a certain type of target. This is typically additional ranks of Damage with a Limited flaw based on how rarely the target appears. Excluding about half the potential targets is worth a –1 flaw. Since the benefits of Bane are limited by power level, they can make the weapon less effectual overall. As such, Gamemasters may wish to bend the power level limits for Bane weapons, allowing their additional Damage bonus to exceed power



level limits by up to 2 ranks. More than this is not recommended. *–1cost per rank* .

BINDING

The weapon grants the benefits of the Weapon Bind advantage. If you take a defend action while wielding the weapon, and successfully defend against an armed attack, you can make an immediate disarm attempt against the attacker as a reaction. *+1 flat point.*

BREAKING

The weapon grants the benefits of the Weapon Break advantage. If you take a defend action while wielding the weapon, and successfully defend against an armed attack, you can make an immediate smash attack against the attacker's weapon as a reaction. *+1 flat point.*

CARRIER

The weapon's attack and damage serve as a carrier for another Linked effect, such as Affliction or Weaken. The descriptor may be anything from a powerful electrical shock to a toxin or even a magical effect. The Linked effect may have its own modifiers to further define it. *Linked effect cost.*

CHOKING

The weapon provides the benefits of the Chokehold advantage. After successful attack and grab checks, the target suffocates for as long as you maintain the hold. *+1 flat point.*

CLIMBING

The weapon is designed to help the wielder with climbing. Each rank of this weapon quality provides a +2 bonus to Athletics checks for the purpose of climbing. *+1 flat point per rank.*

CONCEALABLE

The weapon is small and easy to conceal or can fold or collapse down into a concealable form. This is similar to the Subtle modifier, and provides a +10 circumstance bonus to Sleight of Hand checks to conceal the weapon (base DC 20 to find it when it is concealed as a routine check). *+1 flat point.*

DANGEROUS

Dangerous weapons are more likely to inflict critical hits. Each rank of this quality increases the weapon's critical threat range by 1, to a maximum of 16–20 with 4 ranks. *+1 flat point per rank.*

Defensive

Like the Improved Defense advantage, when you take the defend action while wielding the weapon, you gain a +2 circumstance bonus to your active defense checks. *+1 flat point.*

Disabling

Disabling weapons are more likely to inflict disabling critical hits. Each rank of this quality increases the weapon's disabling threat range by 1, to a maximum of 16–20 with 4 ranks. *+1 flat point per rank.*

Disarming

A disarming weapon is more effective in knocking things out of a target's grasp, allowing disarm attempts to be made with no circumstance penalty. *+1 flat point.*

Double

A double weapon has two striking ends or sides, and can be used to strike twice, splitting the weapon's damage (as per the Split extra). *+1 flat point.*

Easy

An easy weapon is so simple to use that the wielder can use it with their fighting style even if they do not have the appropriate Weapon Element. However, a –1 penalty to initiative and attack is suffered while doing so. The Gamemaster may rule that some fighting styles cannot make use of this benefit if the types of attacks they use cannot utilize a weapon of that type at all. A fighting style that solely employs kicks, for example, would gain no such benefit with a cestus. *+1 flat point.*

Empowered

Because of its design, weight, etc., the weapon's successful critical hits enjoys the benefits of one rank of the Empowered Critical advantage. A second rank of this weapon quality can be applied, as per the advantage. No further benefit is enjoyed if the total ranks of Empowered Critical from the wielder and weapon are greater than 2. *+1 flat point per rank.*

Entangling

Grab attacks made with the weapon are particularly difficult to escape from. Grabbed targets suffer a –2 circumstance penalty to checks to escape. *+1 flat point.*

Extended

Attacks made with this reach weapon are made with half the usual attack bonus if the target is closer than the weapon's maximum reach. For 2 points, targets within such proximity cannot be effectively attacked at all with the weapon. *–1 or -2 flat points per rank.*

Grabbing

The weapon provides the benefits of the Fast Grab advantage. After a hit with the weapon, make an immediate grab check against the target as a free action. Use the weapon's Damage rank as its effective Strength rank. The weapon attack inflicts its normal damage and counts as the initial attack check to grab the target. *+1 flat point. No cost if the weapon attack has no effect other than the grab.*

Impressive

The weapon's design or function is sufficiently impressive to grant the wielder a +2 circumstance bonus to interaction checks involving it. This usually takes the form of Intimidation checks when using the weapon to threaten someone. *+1 flat point.*

Inaccurate

Attacks with the weapon suffer a –2 penalty to the attack check per rank of this quality. *–1 flat point per rank.*

Indestructible

The weapon's physical form cannot be damaged. It is immune to smash attacks and, while it can be taken away from the wielder, it cannot be destroyed. *+1 flat point.*

Knockabout

The weapon's weight or design means it knocks the target about a bit more. Each rank increases the weapon's Damage by +1, but only for the purpose of determining whether knockback occurs and for knockback distance. In this manner, it functions like the Enhanced Knockback * advantage. *+1 flat point per rank.*

* See **Better Mousetrap 3e**

Nonlethal

Although most anything can kill, the weapon is intended to make this outcome much less likely. It is only capable of inflicting a dying or dead condition upon landing a critical hit or as a finishing attack. *–1 flat point.*

Penetrating

The weapon's Damage has the Penetrating modifier, allowing it to overcome Impervious Toughness, typically due to extreme sharpness or other "armor piercing" capability. *+1 flat point per rank.*

PERSONAL

The weapon is "keyed" to the wielder in some fashion (biometric signature, aura reading, magical link, etc.) such that only the intended wielder may use it. The weapon simply doesn't function for anyone else. *+1 flat point.*

RANGED

Ranged use of exotic or archaic weapons is often handled by one of three methods:

First Method

The weapon is generally used at range and has the Ranged modifier on its Damage. It may or may not be Strength-Based, and ammunition is handled as a complication if it becomes one. This suits weapons like bows and slings, as well as things like hammers or shields that return to the wielder's hand when thrown. *+1 point per rank.*

Second Method

The weapon is used at range, but has a very finite number of uses (5 or less). It has the Ranged modifier on its Damage, but is Unreliable. This suits things like a brace of throwing knives or shuriken that run out quickly. *+0 points per rank.*

Third Method

The weapon can be used at range (typically thrown), but doing so deprives the wielder of the weapon until it can be retrieved, such as throwing a hammer, spear, or similar weapon. This is best treated as a combination of a stunt (allowing the weapon to attack at range) and a complication (depriving the wielder of the weapon) when it happens, with no change in the weapon's point cost and no fatigue or hero point cost for the stunt. In essence, the complication "pays" for the one-time extra. *0 points.*

REACH

The weapon's length or design provides the wielder with additional reach in attacking nearby targets. *+1 flat point per +5 feet of reach.*

REINFORCED

The weapon's Toughness is considered double normal for the sake of how much Strength may be applied while wielding it before it will break. *+1 flat point.*

RELUCTANT

The weapon is not easily disarmed, granting the wielder a +2 bonus per rank to resist a disarm attempt. *+1 flat point per rank.*

RISKY

A critical miss with this weapon requires the wielder make an attack roll against themselves to see if they have inadvertently harmed themselves with the weapon. *–1 flat point.*

SHORT THROW

The distance the weapon may be thrown is half normal. *–1 flat point.*

SMASHING

The weapon is especially effective at smashing held objects. You suffer no attack check penalty for making a smash attack against an object held by another character. *+1 flat point.*



STYLISTIC

The weapon is designed specifically for the forms, grip, and other characteristics of a particular fighting style. This fighting style must be selected when this weapon quality is applied (essentially, when the weapon is made) and cannot be changed later. A wielder who practices this fighting style and has assumed any of its stances (excluding Neutral) gains a +1 bonus to attack and initiative with it while employing that fighting style's attacks. Anyone wielding the weapon and using a different fighting style or a Neutral stance suffers a –1 initiative penalty. *+1 flat point.*

TRICKY

The wielder's critical miss range with the weapon increases by one per rank of this weapon quality, as per the Uncertain flaw (pg 98).*–1 flat point per rank.*

TRIPPING

The weapon is effective in making trip attacks, providing the benefits of the Improved Trip

MELEE WEAPONS

Simple Melee Weapons

Weapon	Effect	Critical	Cost
Brass Knuckles	Strength-Based Damage 1 (bludgeoning), Easy, Reluctant	20	3
Caltrop *	Burst Area Affliction 6 (Resisted by Dodge; Hindered and Impaired), Continuous, Extra Condition, Limited Degree 2; Limited to Speed 0 or Faster or Fighting	20	18
Cestus	Strength-Based Daamage 1 (bludgeoning), Dangerous, Easy, Reluctant 2	19-20	5
Club	Strength-Based Damage 2 (bludgeoning)	20	2
Fighting Stick	Strength-Based Damage 1 (bludgeoning)	20	1
Gaff/Hook	Strength-Based Damage 1 (piercing), Penetrating	20	2
Garotte (Stick)	Strength-Based Damage 1 (bludgeoning)	20	1
Garotte (Wire)	Grabbing (no damage), Choking	—	2
Kunai	Strength-Based Damage 1 (piercing), Climbing, Concealable, Dangerous, Penetrating	19-20	5
Long Staff (Bo)	Strength-Based Damage 2 (bludgeoning), Double, Reach	20	4
Mace	Strength-Based Damage 2 (bludgeoning), Dangerous	19–20	3
Machete	Strength-Based Damage 3 (slashing), Inaccurate	20	2
Marbles	Burst Area Affliction 4 (Resisted by Dodge; Vulnerable, Prone), Continuous, Limited Degree, Limited to Speed 0 or Faster or Fighting	20	12
Pistol Grip	Strength-Based Damage 1 (bludgeoning)	20	Varies
Rifle Butt	Strength-Based Damage 2 (bludgeoning)	20	Varies
Rope	Strength-Based Damage 1 (bludgeoning), Reach 2, Tripping	20	4
Sap	Strength-Based Damage 2 (bludgeoning), Dangerous, Nonlethal	19-20	2
Scabbard, Sword	Strength-Based Damage 1 (bludgeoning)	20	1
Scythe	Strength-Based Damage 3 (slashing or piercing), Dangerous 2, Impressive, Inaccurate, Tripping	18-20	6
Shield, Small	Strength-Based Damage 1 (bludgeoning)	20	2
Shield, Medium	Strength-Based Damage 1 (bludgeoning)	20	4
Shield, Large	Strength-Based Damage 2 (bludgeoning)	20	6
Short Staff (Jo)	Strength-Based Damage 2 (bludgeoning), Double	20	3
Shovel/Spade	Strength-Based Damage 2 (slashing)	20	2
Sickle, Hand	Strength-Based Damage 2 (slashing), Risky	20	1
Tetsubo	Strength-Based Damage 3 (bludgeoning), Impressive, Knockabout, Reinforced	20	6
Tonfa	Strength-Based Damage 2 (bludgeoning), Defensive	20	3

* See the individual descriptions for more information

advantage: no penalty to the attack check to trip, no opposing trip attack, and a choice of which trait your target uses to defend (Acrobatics or Athletics). *+1 flat point.*

WEAK

Only half (rounded down) of the wielder's Strength bonus applies to the Strength-Based weapon. Apply the full Strength penalty, if applicable. If halving the Strength bonus results in a modifier less than +1, no Strength bonus is applied. *–1 flat point.*

Simple Weapons

Brass Knuckles: Pieces of molded metal fitting over the fingers, brass knuckles add +1 damage to your unarmed strikes. They include similar items like chain-wrapped fists.

Caltrop: These are multi-pronged metal spikes designed so one prong points up when the caltrop rests on a surface. You can scatter caltrops on the ground to injure opponents or, at least, slow them down. One bag of caltrops covers up to a 30-foot radius area. Each time someone moves at a rate greater than Speed –1 (or without sufficient ability to sense the area) through an area with caltrops, or each round someone spends fighting in such an area, the caltrops may slow them down (painfully).

Archaic Melee Weapons

Weapon	Effect	Critical	Cost
Axe, Hand	Strength-Based Damage 1 (slashing)	20	1
Bagua Saber	Strength-Based Damage 4 (slashing), Dangerous, Impressive, Inaccurate	19-20	5
Battleaxe	Strength-Based Damage 3 (slashing), Breaking, Dangerous	19-20	5
Dagger/Knife	Strength-Based Damage 1 (piercing), Dangerous	19–20	2
Flail	Strength-based Damage 2, Dangerous, Disarming, Reach	19–20	5
Greataxe	Strength-Based Damage 5 (slashing), Impressive, Smashing	20	7
Greatsword	Strength-Based Damage 5 (slashing), Dangerous, Impressive	19-20	7
Hunga Munga	Strength-Based Damage 2 (slashing or piercing)	20	2
Kama **	Strength-Based Damage 2 (slashing), Dangerous	19–20	3
Katana	Strength-Based Damage 3 (slashing), Dangerous	19–20	4
Katana, Fantastic	Strength-Based Damage 6 (slashing), Dangerous 4, Penetrating 2	16–20	12
Katar	Strength-Based Damage 2 (piercing or slashing), Penetrating, Reluctant	20	4
Kris	Strength-Based Damage 2 (piercing or slashing), Dangerous 2	18–20	4
Kukri	Strength-Based Damage 2 (slashing), Dangerous	19–20	3
Kwan Do	Strength-Based Damage 3 (slashing), Disarming, Reach	20	5
Lance	Strength-Based Damage 3 (piercing), Extended 2, Reach 2	20	7
Main-Gauche	Strength-Based Damage 1 (piercing), Dangerous, Defensive, Disarming, Short Throw	19-20	3
Naginata	Strength-Based Damage 3 (slashing), Reach	20	4
Nine-Dragon Trident	Strength-Based Damage 2 (piercing), Dangerous, Disarming, Reach	19–20	5
Ninja-To *	Strength-Based Damage 2 (slashing)	20	2
No Dachi	Strength-Based Damage 5 (slashing), Dangerous, Impressive, Penetrating	19-20	8
Podao	Strength-Based Damage 3 (slashing or bludgeoning), Double, Reach	20	5
Rapier	Strength-Based Damage 2 (piercing), Dangerous 2	18-20	4
Sai **	Strength-Based Damage 1 (piercing), Defensive, Disarming	20	3
Shang Gou **	Strength-Based Damage 1 (slashing), Disarming, Tripping	20	3
Spear	Strength-Based Damage 2 (piercing), Dangerous, Reach	19–20	4
Sword	Strength-Based Damage 3 (slashing)	20	3
Sword, Butterfly **	Strength-Based Damage 2 (slashing), Dangerous	19-20	3
Sword, Claymore	Strength-Based Damage 3 (slashing), Dangerous, Defensive	19-20	5
Sword, Falchion	Strength-Based Damage 3 (slashing), Dangerous 2, Smashing	18-20	6
Sword, Gladius	Strength-Based Damage 2 (slashing or piercing), Dangerous, Penetrating	19-20	4
Sword, Wood	Strength-Based Damage 3 (slashing), Nonlethal	20	2
Trident	Strength-based Damage 3 (piercing), Dangerous, Disarming, Reach	19–20	6
Warhammer	Strength-based Damage 3 (bludgeoning), Smashing	20	4
Wakizashi	Strength-Based Damage 2 (slashing), Dangerous	19–20	3

* See the individual descriptions for more information

** Often paired as a Double weapon (adds +1 point to cost)

Cestus: A glove or fist wrapping fitted with spikes and/or weights along its back and knuckles to enhance a punch's damage.

Club: The simplest bludgeoning weapon, possibly even a makeshift weapon, although clubs and cudgels (like the Irish *shillelagh*) suit some character concepts. Spikes may be added to a club, increasing Damage by +1 (piercing; *+1 flat point*).

Fighting Stick: Whether called a stick, baton, or a more cultural or specific martial term, this weapon represents all simple thin, long sticks held one-handed for the purpose of combat. Fighting sticks are often used for their (comparative) lack of lethality or as a substitute for swords.

Gaff/Hook: This metal hook is used by sailors to load and unload ships. Occasionally a prosthetic one is used to replace a severed hand.

Garrotte (Stick): Traditionally the Spanish word for the rod attached to the wire used for strangling, the stick has since become known as a weapon unto itself. Its tip is

Exotic Melee Weapons

Weapon	Effect	Critical	Cost
Chain	Strength-Based Damage 2 (bludgeoning), Grabbing, Reach 2, Tripping, Weak	20	5
Chain, Barbed	Strength-Based Damage 2 (slashing), Dangerous, Grabbing, Reach, Weak	19-20	4
Chakar	Strength-Based Damage 2 (bludgeoning), Disarming	20	3
Kawanga	Damage 1 (slashing), Climbing 2, Grabbing, Entangling, Reach 2	20	7
King Dragon Heart-Piercing Pole/Dragon Pole	Strength-Based Damage 2 (bludgeoning), Dangerous, Extended, Inaccurate, Reach 2	19-20	5
Kusari-Gama, Blade	Strength-Based Damage 2 (slashing), Dangerous, Double	19-20	(4) 6
Kusari-Gama, Chain	Damage 2 (bludgeoning), Grabbing, Entangling, Reach	20	(5) 6
Latigo	Damage 1 (slashing), Grabbing, Reach	20	3
Latigo w/Stringray	Damage 1 (slashing or piercing), Dangerous, Grabbing, Reach	19-20	4
Li Zhao	Strength-Based Damage 2 (slashing), Dangerous, Reluctant 2, Quirk	19-20	4
Mancatcher	Damage 1 (piercing), Choking, Entangling, Grabbing, Reach	20	5
Meteor Hammer	Strength-Based Damage 3 (bludgeoning), Double, Entangling, Reach 2, Tripping	20	8
Nekode **	Strength-Based Damage 1 (slashing), Penetrating	20	2
Net	Grabbing 2, Entangling	20	3
Nunchaku *	Strength-Based Damage 2 (bludgeoning), Disarming, Impressive	20	4
Pata	Strength-Based Damage 2 (slashing), Easy, Penetrating 2, Reluctant 2, Quirk	20	6
Sash Whip	Damage 1 (bludgeoning), Disarming, Grabbing, Reach	20	4
Shuko **	Damage 1 (slashing), Climbing 2	20	3
Sword, Chain	Strength-Based Damage 2 (slashing), Grabbing, Inaccurate, Reach, Uncertain	20	2
Sword, Hook	Strength-Based Damage 3 (slashing), Double *or* Reach, Tripping	20	5
Sword, Khopesh	Strength-Based Damage 3 (slashing), Smashing, Tripping	20	5
Three-Section-Staff *	Strength-Based Damage 2 (bludgeoning), Disarming, Double, Impressive, Reach	20	6
Urumi	Damage 2 (slashing), Dangerous 2, Disarming, Risky, Uncertain 3	18-20	1
Velayudaya	Damage 2 (slashing), Dangerous, Disarming, Grabbing, Reach, Risky, Uncertain 3	19-20	2
War Fan **	Strength-Based Damage 1 (bludgeoning or slashing), Concealed, Defensive	20	3
Warpick, Heavy	Strength-Based Damage 3 (piercing), Penetrating 3	20	6
Warpick, Light	Strength-Based Damage 1 (piercing), Penetrating	20	2
Whip	Damage 1 (slashing), Disarming, Grabbing, Reach 2	20	5
Whip, Chain	Strength-Based Damage 1 (bludgeoning), Concealable, Grabbing, Reach 2, Weak	20	4
Wind and Fire Wheel **	Strength-Based Damage 2 (slashing)	20	2
Yo-Yo	Damage 1 (bludgeoning or slashing if sharpened), Concealable, Reach	20	3

* See the individual descriptions for more information

** Often paired as a Double weapon (adds +1 point to cost)

weighted to deliver a more powerful blow and it is roughly the same length as an arm.

Garrote (Wire): A length of waxed cord or metal wire, often with handles to help pull it tight around a victim's throat. It is an assassin's weapon, generally used to attack with surprise and get the victim into a chokehold.

Kunai: An evolution of a mason's trowel or farmer's tool for digging holes, it is easily concealed by hanging it on the body. It can also be thrown, but is primarily meant as a thrusting weapon or as a makeshift piton.

Long Staff: A five- to seven-foot-long piece of seasoned wood or (occasionally) metal. Also known as a bo.

Mace: Similar to a warhammer, but with a rounded, flanged, or spiked head. Maces are often also badges of office or associated with priestly or ceremonial functions. A morningstar is typically a heavier, spiked mace (piercing) with a longer handle.

Machete: A single edged blade primarily intended as a tool for hacking through crops and underbrush. It may be used as a weapon, but its weight is designed for helping it cleave through obstacles rather than making accurate attacks.

Marbles: Not designed to cause harm, these stone or glass spheres are dropped upon the ground to make an area precarious to cross. One bag of marbles covers up to a 30-

foot radius area. Each time someone moves at a rate greater than Speed –1 (or without sufficient ability to sense the area) through an area containing marbles, or each round someone spends fighting in such an area, the marbles may cause them to trip.

Pistol Grip: A pistol's handgrip may be used as an improvised fist load in a maneuver commonly known as "pistol whipping."

Rifle Butt: The wooden or metal stock of a longarm, such as a rifle or submachine gun, may be used as an improvised club.

Rope: A length of rope with weights or knots tied into it to improve its chance of causing harm. It may also be used to trip an opponent.

Sap: A simple weapon comprised of a bag or the like filled with stones, coins, sand, or something similar. It is used to knock out one's target rather than killing them. Its unassuming nature makes it ideal for street thugs.

Scabbard, Sword: Usually thought as nothing more than something within which to store a blade, a scabbard may be used as a blunt weapon and even thrown short distances. Using a longer scabbard than the blade within also allows small items and powders to be held in the hollow space beyond the blade's tip.

Scythe: Originally a tool for cutting wheat and the like, the scythe has since been adapted for use as a two-handed weapon. Its curve is ideal for tripping.

Shield, Any: The shield may be swung as a weapon, but doing so dismisses its dodge bonus for the round. Spikes may be added to a shield's frontage, increasing Damage by +1 (piercing; *+1 flat point*). A shield may be thrown in a pinch, using the third Ranged option (pg 258). Unless it is aerodynamically designed for this alternative task, it suffers the Inaccurate 2 quality while doing so due to its uneven weight distribution and shape.

Short Staff: A simple wooden staff, often doubling as a walking stick, making it a useful weapon and tool for wandering monks.

Shovel/Spade: Due to a sharpened edge intended to break ground more easily, a shovel makes a good improvised weapon. Indeed, it has been used as such (to the point of undertaking training with it) by several military forces through the ages.

Sickle, Hand: This weapon is essentially a sickle blade mounted on a short haft the length of a forearm or less. It is meant as a tool for cutting plants.

Tetsubo: The tetsubo or kanabo is a more powerful club shod with iron studs. Legend has them as the weapons of the monstrous oni, and the Japanese saying "like giving a kanabo to an oni" means giving greater advantage to someone who already has an advantage (great strength in the oni's case).

Tonfa: Originally a mill wheel handle, the tonfa is a stick slightly longer than forearm length, with a handle at a right angle, allowing the stick to extend along the wielder's forearm. Tonfa are common close combat weapons for law-enforcement, where they're commonly known as side-handle batons or "T-batons".

Archaic Weapons

Axe, Hand: A light, one-handed axe designed for close combat and throwing. A tomahawk or hatchet would also suit this description.

Bagua Saber: A large, curved saber (dao) often used two-handed, this is a ferocious weapon popular during training to improve strength.

Battleaxe: This is a heavy, wide-bladed chopping (slashing) blade attached to a handle.

Dagger/Knife: A short blade, less than 12 inches. Daggers may be single or double edged slashing weapons and are also often usable as piercing weapons. A dagger is typically a Dangerous weapon. Small or folding blades, like a switchblade or butterfly knife, may also be Concealable.

Flail: A handle connected to a heavy (often spiked) weight by a chain or length of strong rope, allowing the weapon's head to swing or spin. A flail grants the benefit of additional Reach.



Greataxe: A big, heavy axe favored by those looking to dole out a lot of damage. It requires both hands to wield properly.

Greatsword: A large, two-handed, wide-bladed sword.

Hunga Munga: Possessing three blades, one of which is considerably curved (for slashing), while the other two are more or less straight (for piercing), this weapon may be used in melee or thrown (use the third Ranged option, pg 258).

Kama: A weapon adapted from the type of small sickle used to harvest crops throughout Southeast Asia. Kama are used in Indonesian, Filipino, and Japanese martial arts, often wielded in pairs.

Katana: The famous "samurai sword" wielded by noble warriors in feudal Japan. Katanas are slightly curved single-edged blades, worn by samurai with the edge facing up to facilitate

quick drawing (the Quick Draw and Iaijitsu advantages are elements of kendo). It is traditionally worn as part of a pair (or *daisho*) with the shorter wakizashi blade.

Katana, Fantastic: This is a far more cinematic version of the standard katana, and is meant to allow the sort of outrageous combat maneuvers that have made the katana a gaming meme.

Katar: The Indian "punch dagger" has an H-shaped grip, so the wielder's knuckles rest behind the wide, triangular blade, allowing it to thrust with considerable force, although they can also make slashing attacks. Katar are effective in punching through armor.

Kris: An Indonesian dagger with a distinctive wavy or "flame" blade design, the kris is a cultural icon, and every adult male in Indonesia was expected to own one, often passed down as family heirlooms. The blade design allows kris to inflict terrible wounds.

Indonesian legend attributes many supernatural powers to the kris, including the power to kill at a distance simply by pointing at a target, attacking targets by stabbing their shadow or footprints, alerting the wielder to imminent danger, and even controlling fire (flames being similar to the knife's own blade).

Kukri: A heavy Nepalese knife with an inward curving edge, used as both a tool and weapon. Kukri are perhaps most famous for being the favored weapons of Gurkha regiments, including the Royal Gurkha Rifles of the British Army.

Kwan Dao: This is a curved, broad-headed Chinese polearm intended for broad, sweeping attacks rather than thrusting. The blade's back sports a spike, serrations, and notches designed to be used both for attacking and for catching an opponent's weapon.

Lance: A lance deals its full +3 damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against a foe nearer than that.

Main-Gauche: A dagger meant to be wielded in the offhand, it is primarily associated with fencing where it is used to aid in blocking a foe's sword.

Naginata: The Japanese naginata is a wooden haft topped with a curved blade similar to that of a katana or wakizashi. The Chinese *guan dao* ("reclining moon blade") is a similar weapon with a broader, more cleaver-like blade, traditionally with a red scarf or tassel attached between the blade and shaft. In Japan after the Edo period, the naginata became a symbol of status for women of the samurai class and a common "woman's weapon"—use is still taught to some Japanese schoolgirls as a sport.

Nine-Dragon Trident: A polearm topped with a complex collection of curving and hooked points, particularly effective in blocking and catching enemy weapons and in hooking and tripping opponents, as well as impaling them on one or several of the points.

Ninja-To: A short, straight sword carried and used by ninja. The ninja-to is a single edged blade with a chisel point and a square guard, typically worn in a back sheath and drawn over the shoulder.

Many ninjas concealed other weapons upon their ninja-to, such as a garrote wrapped around the hilt, extra space at the bottom of the scabbard for hiding things, a hole in the scabbard so it can be used as a snorkel and blowgun, etc. Such additional tricks may be represented by adding Alternate Effects.

No Dachi: This massive, two-handed sword rises well up to the chest on most men and is ideal for attacking armored opponents. It was also used to kill a rider's mount.

Podao: A hafted weapon with a broad-headed blade (slashing) on one end and a heavy metal ring (bludgeoning) mounted on the haft's opposite tip.

Rapier: A sword with a long, slender blade primarily intended for thrusting attacks. It is usually fitted with a basket hilt to protect the hand.

Sai: Tapering metal batons, often wielded in pairs, with curved side prongs that serve as hand guards and to catch opposing weapons. Although sais are traditionally blunt, in the comics they're typically pointed and also used as stabbing weapons.

Shang Gou: These metal weapons consist of a handle near one end, which is pointed for thrusting, with a crescent blade serving as a hand guard. The farthest tip is not sharpened but sports a hook which is used for tripping and disarming a foe. Shang gou are typically used in pairs.

Spear: A haft or handle three to six feet long or more, ending in a sharp point. The simplest spears are sharpened sticks (the points often fire hardened). More common are spears with metal heads, often with sharpened





edges as well as points, allowing the spear to be swung as a slashing weapon. Spears can also be thrown, although doing so deprives the wielder of the weapon.

Sword: Longer blades, over a foot in length, up to four feet or more. Like daggers, swords may be single or double-edged slashing weapons, as well as pointed piercing weapons.

Particular sword designs have different qualities, including Binding, Breaking, Dangerous, and Defensive. Enchanted or high-tech swords may have other qualities or powers of their own.

Sword, Butterfly: A short sword with a single edge to its very broad blade, they are usually wielded in pairs.

Sword, Claymore: Slightly smaller, lighter, and far more maneuverable than the greatsword. Its size but manageability also makes it useful defensively.

Sword, Falchion: This weapon combines the versatility of a sword with the chopping power of an axe.

Sword, Gladius: Favored by gladiators and armies that prefer to fight from behind shield walls and the like, this shortsword is intended as a thrusting weapon for piercing armor but also has an edge.

Sword, Wood: Whether known as a bokken, shinai or something else, this is a wooden sword primarily intended for practice, strength training, and the like.

Trident: A spear with three tines or points, it is a piercing weapon. Since the trident is associated with the Greek and Roman sea gods, it is a common weapon and emblem for aquatic characters. Like a spear, a trident can be thrown.

Warhammer: A large hammer with a long haft for enabling a more powerful swing.

Wakizashi: The shorter companion blade to a katana, the wakizashi was primarily useful for close-in fighting (particularly indoors). It was also used for beheading a fallen foe and, most famously, to commit ritual suicide.

Exotic Weapons

Chain: A length of chain can strike targets at a distance and can make grabbing and tripping easier.

Chain, Barbed: A short length of chain with spikes or barbs tied into the links and attached to a single-grip handle.

Chakar: An unusual weapon wielded by gatka practitioners, a chakar is a flattened wood or metal circle between one and two feet across, spanned by a single rod/handle. Attached at regular intervals along its perimeter are ropes or thin chains ending in weighted balls which are swung into a target by twirling the chakar with both hands using the centralized handle.

Using a chakar one-handed is possible but difficult (apply Inaccurate when doing so, but because it is limited to one-handed, the cost cancels out). It may also be thrown, usually high so its spinning weights swing into the target from above.

Kawanga: A one- to three-pronged, light grappling hook attached to a length of rope or thin chain, the kawanga may be used as a raking weapon or to assist in climbing.

King Dragon Heart-Piercing Pole/Dragon Pole: A nine-foot staff/pole used by lung ying and wing chun practitioners. It is primarily for building upper body strength, and in training and showmanship more than actual combat.

Kusari-Gama: A sickle-like blade, the kama, is attached to one end of a haft a foot or so long while a chain with a weighted end runs from the other end. The chain is used to entangle an opponent or his weapon so that, once the enemy is entangled, the blade may be used. The chain's weight can also be used to strike up to 5 feet (Reach) away. The blade is an Alternate Effect of the chain.

Latigo: A short fighting whip intended for use by practitioners of Latigo y Daga. Sometimes a blade or spike known

as a "stingray tail" is added to the end of the whip, allowing it to slash one's opponent. Like a regular whip, the Latigo can also be used to grab one's foe.

Li Zhao: The "talon gauntlet" is a primary weapon of the si wang long fighting style. It consists of a gauntlet with fingers that have been sharpened to resemble deadly talons, allowing for slashing, claw-like strikes. The talons impose a –2 penalty (skill check or attack, as appropriate) to anything requiring fine use of the fingers, such as operating a computer, tools, or other, hand-held weapons (consider a *–1 flat point flaw*).

Mancatcher: This weapon consists of a pole with two outwardly curving bands at one end, fitted into a nearly enclosed ring. This ring is pressed around a subject, grabbing them within the bands where spikes press upon them, making any struggling or attempts to yank free the mancatcher from its wielder painful. A mancatcher can also choke an enemy if it ensnares the subject's neck.

Meteor Hammer: Two heavy spheres are fitted to either end of a chain. The weapon can be swung from the chain, using both spheres to attack simultaneously (Reach 1), or from one of the spheres, extending its reach (Reach 2).

Nekode: A weapon comprised of four tapering blades that extend from the fist like claws by grasping the cross-piece-like hilt in one's hand. They are a favorite with ninja.



Net: A mesh of strong cord or even metal, thrown or cast over a target to entangle it.

Nunchaku: A pair of sticks or batons (about a foot in length) connected by a short piece of rope or chain, originally an adaptation of a threshing flail. Nunchaku are wielded with circular and twirling motions to deflect incoming attacks and give momentum to the wielder's strikes.

Pata: This sword is used by wearing the fingerless gauntlet from which its short sword blade extends. Using a pata renders that hand unable to perform any other tasks, as it has no articulate fingers.

Sash whip: Some Asian cultures used a length of cloth (a belt, sash, or even sarong), often with small weights sewn into it, which could be wielded and cracked like a whip. It is easily camouflaged as a mundane garment when not in use.

Shuko: A spiked ninja weapon that fits around the palm, allowing the wearer to use slashing, open hand attacks. It also aids with climbing.

Sword, Chain: This weapon is comprised of two sword blades, each over a foot long, connected by a length of chain. An awkward weapon to use, it is easily concealed and the blades may be disconnected for throwing.

Sword, Hook: These Chinese weapons, usually wielded in pairs, are designed with curved hooks at the end of the blade, a crescent-shaped handguard, and a sharp, dagger-like pommel. This design allows the swords to be wielded in a variety of ways. Hook swords are effective at tripping, catching opposing weapons, and blocking. They can even be hooked together at the tips, swinging the second sword out so its pommel slashes, extending the wielder's reach (+1 Reach while doing so).

Sword, Khopesh: This large blade has a hook at the end. It is particularly useful for making trip attacks or smashing objects.

Three-Section-Staff: This weapon is used in a similar fashion as nunchaku, but has three segments. It can be used as a double weapon with greater reach.

Urumi: This coiling sword has a single flexible, whip-like blade. Experts can move it to whip and mold around their body, lashing out to cut or grasp an opponent. The difficulty of correctly using this blade can make it dangerous to its wielder, as well.

Velayudaya: This whip-like weapon is fitted with four lengths of flexible metal, each of which sports a double edge. The metal strips are capable of cutting and flaying an opponent (or an inexperienced wielder) with surprising lethality. This weapon is used by masters of angampora.

War Fan: A weapon based on the more conventional folding fans found in different Asian cultures. War fans (tessen) typically have bronze, iron, or hardwood struts (sometimes in combination) or folding metal panels while others are solid metal and do not fold. The edges of the struts or panels may be sharpened, and the fan can be wielded closed like a club or slashing weapon or open like a small shield.

Warpick: A military version of a mining pick, with a curved, pointed head. The light war pick is one-handed whereas the heavy warpick requires both.

Whip: A long, flexible strand, often braided leather, a whip can be cracked so the tip strikes with considerable force, used as a goad for animals (or even sentient slaves or prisoners). A whip can also wrap around a limb or limbs to restrain a target.

Whip, Chain: A series of metal bars held together by chain links, this weapon can be folded up and hidden within one's clothes to be unleashed and swung when needed. Each end is fitted with a weight that can deliver a lashing strike, aids in building momentum, and/or may be caught so that the weapon may change hands.

Wind and Fire Wheels: Chinese weapons consisting of metal rings with grips and flame-styled blades extending from the rest of the ring. Typically wielded in pairs as slashing weapons able to block and disarm opponents. Legend has it the first wind and fire wheels were gifts from the Taoist immortal Taiyi and could be used together as a magical flying vehicle by standing on them.

Yo-Yo: Traditionally a toy with a length of string wrapped around an axle/spool fixed between two disks, practitioners of yo-yo- do have turned it into a weapon. Using momentum and gravity, the disks are unspooled at the target before bringing the yo-yo back by pulling on the string, winding it back around the spool.

The disks of some combat yo-yos are of sharpened or even serrated metal rather than wood or plastic.

RANGED WEAPONS

The following ranged weapons use the first option for ranged weapons presented earlier in this work (pg 258). Many of the previous weapons—particularly some blades and polearms— can also be thrown using the second or third options for ranged weapons.

Projectile Weapons

Arrows: Arrows may use different types of heads for different purposes.

- **Broad Head:** The arrowhead is much wider, thus inflicting more damage on impact.
- **Dragon's Tongue:** A rounded, tapering arrowhead designed to penetrate armor.
- **Fish Point:** Originally intended for fishing by tying a light line to the end of the arrow, the arrowhead is fitted with backwards-facing barbs that make it difficult to remove, likely inflicting more harm from such an attempt. Failing a Treatment check to remove the arrowhead inflicts the full Damage (without applying any Strength modifier), as does just pulling it out. A successful Treatment check may also still cause further harm, but each degree of success reduces the arrow's effective Damage by 1 rank while removing it. This counts as a Triggered Secondary Effect (+1 flat point, +1 cost per rank).
- **Frog Crotch:** A Y-shaped arrowhead, with the inner angle sharpened, useful for cutting cords and—legend has it—even the wood hafts of weapons.
- **Skinsplitter:** A broad, triangular head designed for inflicting shallow, bleeding wounds.
- **Willow Leaf:** A long, thin arrowhead to slip between small openings in armor or even the slits in a helm or similar target.

Also, see the Trick Arrows section (pg 268).

Blowgun: A hollow tube used to fire small darts by blowing into one end. The blowgun is typically a weapon for hunting or assassination using darts tipped with poisons because the weapon's actual damage is negligible.

Daikyu: An incredibly long bow standing taller than most men, the Japanese longbow is traditionally made of bamboo and fitted with a hemp string to grant it impressive power. Daikyu add the wielder's Strength bonus to their damage.

Fukumi-Bari: These slim needles are spat from the mouth by rolling one's mouth around them and blowing them out. They are best at close range and may be used to deliver harmful toxins or the like, although, for obvious reasons, there are risks involved if the user does not have a resistance to the substance (consider the weapon Risky 3 for such purposes).

Hankyu: A short bow designed to be easily concealed and non-encumbering, the bow, therefore, suffers from a lack of power. Hankyu add some of the wielder's Strength bonus to their damage. There is a variation that collapses, making it and its arrows easier to hide. Add the Concealable quality (+1 point) to such a version.

Sling: A small pouch able to hold a stone or metal "bullet" sphere. It is typically spun from cords, and one end of the weapon is released to sling the stone at the target. Staff slings place the pouch at the end of a long handle, which is swung or snapped to fire the sling bullet.

Slingshot: A small, hand-held ranged weapon that uses an elastic sling mounted between two forks to propel a small stone, metal ball, or the like. Technically a child's toy, a slingshot can be surprisingly effective and accurate although its range is incredibly limited. Most modern slingshots collapse for ease of concealment and storage.

Projectile Weapons

Weapon	Effect	Critical	Cost
Arrow			
Broad Head	Ranged Damage as bow +2 ranks, Ammunition, Inaccurate	20	Bow + 1
Dragon's Tongue	Ranged Damage as bow, Ammunition, Penetrating	20	Bow + 1
Fish Point	Ranged Damage as bow, Ammunition, Secondary Effect, Triggered	20	Varies
Frog Crotch	Ranged Damage as bow, Ammunition, Smashing (limited to cutting)	20	Bow + 1
Skinsplitter	Ranged Damage as bow, Ammunition, Dangerous	19–20	Bow + 1
Willow Leaf	Ranged Damage as bow, Ammunition, Precise	20	Bow + 1
Blowgun	Ranged Affliction (Poison; Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated; Resistible [Toughness])	20	1/rank
Bow	Ranged Damage 3 (piercing)	20	6
Bow, Strength	Strength-Based Ranged Damage 3 (piercing)	20	6
Crossbow	Ranged Damage 3 (piercing)	20	6
Daikyu	Strength-Based Ranged Damage 4 (piercing), Dangerous, Extended Range	19-20	10
Fukumu-Bari	Ranged Damage 1 (piercing), Diminished Range 2, Multiattack	20	1
Hankyu *	Strength-Based Ranged Damage 2 (piercing), Weak	20	3
Sling	Ranged Damage 1 (bludgeoning)	20	2
Slingshot	Ranged Damage 1 (bludgeoning), Accurate, Diminished Range	20	2

Thrown Weapons

Weapon	Effect	Critical	Cost
Bolos	Ranged, Grabbing 3 (No Damage)	20	6
Boomerang	Ranged Damage 1 (bludgeoning)	20	2
Chakram	Ranged Damage 3 (slashing), Dangerous	19–20	7
Dart	Ranged Damage 1 (piercing), Diminished Range, Penetrating	20	2
Javelin	Ranged Damage 2 (piercing), Dangerous	19–20	5
Nageteppo			
Black Powder	Burst Area Damage 3 (bludgeoning)	—	6
Flash Powder	Burst Area Affliction 3 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Sight	—	3
Lacquer Poison	Cloud Area Affliction 3 (Resisted and Overcome by Fortitude; Impaired, Disabled), Limited Degree	—	3
Smoke	Cloud Area Concealment 2 (Normal Sight), Attack	—	6
Shuriken	Ranged Damage 1 (piercing), Multiattack	20	3
Steel Ball *	Strength-Based Ranged Damage 1 (bludgeoning)	20	2

* See the individual descriptions for more information

Thrown Weapons

Bolos: This is a set of three or four weights connected by cords to a central hub. A bolo is thrown in such a way as to make the weights spin around the center point, allowing the cords to wrap around the target and restrain it. Like other thrown weapons, bolos use one of the three options listed for ranged weapons (pg 258).

Boomerang: A common throwing weapon for heroes, a thrown boomerang returns to the thrower's hand, ready to be thrown again in the next round (less a Feature and more a special descriptor). Boomerang wielders often use this property of the weapon to feint, allowing for an attack against a vulnerable target on the return arc on the attacker's next turn.

Bow: Whether an archaic weapon of wood (often reinforced with horn or similar materials) or a modern bow made of metal or composites, it fires bladed or pointed arrows. A wide range of "trick" arrows are common (see the Trick Arrows section, pg 268)

Some bows are specially crafted to work with the wielder's strength. This allows the bow's Damage to become Strength-Based. The Gamemaster should appropriately increase the value and DC to create such weapons compared to standard bows.

Crossbow: Like a bow, but with a pistol-like trigger and stock, and generally easier to load and draw. A modern crossbow might even be semi-automatic, self-loading with each pull of the trigger.

Chakram: This Indian throwing weapon is a metal ring with a sharpened outer edge, spun when it is thrown for additional cutting power. A master chakram wielder may have the Throwing Mastery advantage and the Ricochet extra as a power with the training or skill descriptors.

Dart: A weighted throwing spike, typically with vanes or fletching to help guide its flight.

Javelin: A thin, light spear about three feet long, primarily designed for throwing.

Nageteppo (Grenades): Ninjas produced grenades by filling empty eggshells with powder combinations that combust rapidly upon contact with fire, typically a campfire or household brazier or hearth. They were kept in padded pouches or in sleeve pockets but were prone to breakage (a potential complication). Given their costs, an array of grenades may be standard ninja ordinance.

These grenades have limited range, given their design. The user is assumed to be just *outside* their radius when used, rather than at the center of it.

Unless nageteppo have magical properties or great cultural significance, modern ninja are more likely to use compact modern ordinance, described in other gadget sections.

- **Black Powder:** A charge of black powder sufficient to cause a small explosion, possibly mixed with tacks or other small, sharp objects as shrapnel.
- **Flash Powder:** The powder flares with a blinding flash, particularly in nighttime settings where the fire is being used for illumination (such as a campfire).
- **Lacquer Poison:** A combination of powdered lacquer releases smoke that is painfully irritating to the eyes, throat, and skin, helping to distract the ninja's targets.
- **Smoke Powder:** The nageteppo released a thick cloud of dark smoke, allowing the ninja to move and act with visual concealment.

Shuriken: These Japanese throwing weapons come in two main types: spike or bo shuriken are short metal spikes similar to large nails while star shuriken are flat star-shaped wheels with sharpened edges. Both are relatively easily concealed in sleeves or sashes and typically thrown several at a time (giving them the Multiattack modifier).

Ninjas are infamous for applying poisons to the points and edges of shuriken, adding an Affliction effect (resisted and overcome by Fortitude) to the weapon's damage.

Sling: A small pouch able to hold a stone or "bullet" of metal, typically spun from cords, one of which is released to sling the stone at the target. Staff slings place the pouch at the end of a long handle, which is swung or snapped to fire the sling bullet.

Steel Ball: This is essentially an over-sized ball bearing used for throwing. It has the advantage of not appearing as a weapon and being easy to conceal. If desperate, it can also be wrapped in a cloth or the like and used as a close ranged weapon with the Inaccurate quality.

Trick Arrows

The following arrowheads can be manufactured by anyone with sufficient talent, but are mainly used by characters that will employ the bow (or crossbow) as the primary expression of their abilities. Each arrow is presented in terms of its cost per rank, allowing the Gamemaster and players to customize them as desired, or as a flat cost, as appropriate.

The cost of the Ammunition extra assumes *+0*, but increase to *+1 cost per rank* if the trick arrow's range would exceed that of a normal arrow fired from the same weapon.

Acid

Effect: Ranged Weaken Toughness, Affects Objects, Ammunition • **3 points per rank**

The arrowhead breaks, splashing an acid around the point of impact that eats through organic and inorganic matter. Add the Area extra to expand the arrow's splash.

Adhesive

Effect: Ranged Affliction (Resisted by Dodge, Overcome by Strength and Damage; Hindered and Vulnerable, Defenseless and Immobile), Ammunition, Contagious, Extra Condition, Limited Degree • **3 points per rank**

The arrowhead makes whatever it strikes sticky with a special adhesive. This will not only stick the target to a nearby surface (what depends on where the target is struck), but also makes anything subsequently touching that spot also stick to it. Add the Area extra to expand the arrow's effect.

Armor Piercing

Effect: Penetrating • **add 1 point per rank**

Regardless of the arrow's other aspects, it is also intended to punch through armor.

Blunted

Effect: Ranged Damage, Ammunition, Nonlethal • **–1 point, plus 2 points per rank**

The arrowhead has no point and is sufficiently cushioned that it does not deliver a lethal blow.

BOOMERANG

Effect: Ranged Damage, Ammunition, Indirect **•1 point, plus 2 points per rank**

The arrowhead releases two spring-loaded wings while in flight, allowing it to bypass the intended target, boomerang, and strike from behind on the arrow's return course.

BOUNCING

Effect: Ranged Damage, Ammunition, Ricochet **• 1 point, plus 2 points per rank**

The arrow is designed to be bounced off an appropriate surface to strike at an intended target following the ricochet without it losing any of its edge or momentum. Add more ranks of Ricochet to allow the arrow to bounce more than once.

CLIMBING LINE

Effect: Movement 1 (Wall-Crawling), Ammunition, Limited to Wall-Crawling towards Target Point • *1 point*

The arrowhead unspools a light line behind it, allowing someone to then climb up the line between the arrow's point of original and wherever it strikes.

CONCUSSIVE

Effect: Ranged Damage, Ammunition, Enhanced Knockback*, Knockback Only **• 1 points, plus 1 point per rank**

The arrow releases a contained concussive explosion upon impact. This is pure force that is intended to be nonlethal. Add more ranks of Enhanced Knockback to make the arrowhead more potent, and an Area to make the concussive blast larger.

* See **Better Mousetrap 3e**

ELECTROMAGNETIC PULSE (EMP)

Effect: Ranged Weaken Electronics, Affects Only Objects, Broad, Simultaneous, Ammunition **• 4 points per rank**

The arrow emits a powerful-but-focused electromagnetic pulse (EMP) on impact that overloads electronics in the target. Weakened electronics must be repaired or components replaced to recover from its effects. Add the Area extra to spread this effect over a wider area.

EXPLOSIVE

Effect: Burst Area Ranged Damage, Ammunition **• 3 points per rank**

An explosion is detonated upon the arrow's impact. Increase the ranks of Burst Area to increase the explosion's size.

FIRE-FIGHTING

Effect: Burst Area Nullify Fire, Ammunition **• 2 points per rank**

A burst of fire-fighting foam is unleashed upon impact. Increase the ranks of Burst Area to increase the amount of area covered in foam.

FLARE

Effect: Environmental Control (Light, 2 points/rank), Ammunition, Liberated * **• 2 points per rank**

The arrow unleashes a phosphorous glow at the apex of its flight or upon impact, filling the area with light. Add more ranks of Liberated to make the flare's light last longer.

* See **Better Mousetrap 3e**

FLASH

Effect: Cumulative Ranged Affliction (Resisted by Fortitude; Impaired, Disabled, Unaware), Ammunition, Limited to Vision **• 2 points per rank**

The arrow unleashes a bright-but-localized, blinding flash upon impact. Add the Burst Area extra if you'd like the flash to blind over a greater area.

FLASH-BANG

Effect: Cumulative Ranged Affliction (Resisted by Will; Impaired, Disabled, Unaware), Ammunition, Extra Condition (Sense), Limited to Auditory and Vision **• 3 points per rank**

On impact, the arrowhead bursts loudly and with a blinding light. Add the Burst Area extra if you'd like the flash-bang to blind and deafen over a greater area.

FREEZING

Effect: Ranged Damage (Cold), Ammunition **• 2 points per rank**

The arrowhead releases a freezing agent over the point of impact. Add an Area if you want the freezing cold to spread around more.

GAS, PARALYSIS

Effect: Cloud Area Ranged Affliction (Resisted by Fortitude; Hindered, Immobilized, Paralyzed), Ammunition **• 3 points per rank**

On impact, the arrowhead sprays a cloud of paralyzing gas around it. Additional ranks of Cloud will make the gas cover a wider area.

GAS, SLEEP

Effect: Cloud Area Ranged Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Ammunition, Sleep **• 3 points per rank**

On impact, the arrowhead sprays a cloud of gas around it intended to put those in the cloud to sleep. Additional ranks of Cloud will make the gas cover a wider area.

Gas, Tear

Effect: Cloud Area Cumulative Ranged Affliction (Resisted by Fortitude; Impaired [Vision] and Dazed, Disabled [Vision] and Stunned, Unaware [Vision] and Incapacitated), Ammunition, Extra Condition, Limited to Vision (Impaired, Disabled, Unaware) • **4 points per rank**

The arrowhead releases a cloud of tear gas on impact. Tear gas is both sickeningly choking and blinding.

Incendiary

Effect: Ranged Damage (Fire), Ammunition, Contagious • **3 points per rank**

The arrow sparks with ignited white phosphorous on impact, not only burning the point of impact but potentially also starting a fire.

Microphone

Effect: Communication 2 (Radio), Ammunition, Subtle, Limited to Broadcasting • *7 points*

When the arrow hits its target, a microphone in the arrowhead is activated. The microphone then broadcasts what it hears nearby.

Net

Effect: Burst Area Ranged Affliction (Resisted by Dodge, Overcome by Strength and Damage; Hindered and Vulnerable, Defenseless and Immobile), Ammunition, Extra Condition, Limited Degree • **3 points per rank**

On impact, the entire arrow breaks apart, unfurling a net over the target area.

Riot

Effect: Burst Area Ranged Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Ammunition • **3 points per rank**

On impact, the arrowhead unleashes a barrage of rubber pellets, tiny bean bags, an electrical shock, or something similar that fills the area with a crowd control effect.

Screamer

Effect: Cumulative Ranged Affliction (Resisted by Fortitude; Impaired, Disabled, Unaware), Ammunition, Limited to Auditory • **2 points per rank**

The arrow unleashes a loud-but-localized, deafening screech upon impact. Add the Burst Area extra if you'd like the sound to deafen over a greater area. Alternatively or additionally, apply sufficient ranks of the Line Area with Alternate Attack (Ranged) * and remove the Ranged extra to have the screamer unleash its sound along its flight trajectory.

* See **Better Mousetrap 3e**

Shocking

Effect: Ranged Damage (Electricity), Ammunition, Contagious • **3 points per rank**

This arrowhead zaps its target with a powerful electrical shock upon impact. The electricity may travel through conductive materials. Add the Burst Area if you want the electricity to discharge over a wider area.

Shotgun

Effect: Cone Area Ranged Damage, Ammunition • **3 points per rank**

On impact, the arrowhead fires a cone of buckshot in the direction it is facing, much like a shotgun.

Slick

Effect: Burst Area Ranged Affliction (Resisted by Dodge, Overcome by Agility/Acrobatics; Vulnerable and Prone), Ammunition, Limited Degree 2 • **1 point per rank**



On impact, the arrowhead covers the immediate area with an incredibly slippery substance.

Smoke

Effect: Cloud Area Ranged Concealment 2 (Visual), Ammunition, Attack, Liberated * ● *8 points*

On impact, the arrowhead mixes chemicals that create a thick cloud of smoke around it.

* See **Better Mousetrap 3e**

Tangle Line

Effect: Ranged Affliction (Resisted by Dodge, Overcome by Damage/Strength; Prone and Vulnerable, Defenseless and Immobilized), Ammunition, Extra Condition, Limited Degree ● **2 points per rank**

On impact, this blunted arrowhead unleashes a cord with weighted ends. The cord's weights use the arrow's momentum to wrap around the target, possibly tripping and ensnaring it.

Taser

Effect: Range Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Ammunition, Contagious ● **3 points per rank**

Being struck by this arrow means being zapped with a powerful electrical discharge intended to stun rather than cause actual harm. The electrical charge may travel through conductive materials.

Tracer

Effect: Senses 2 (Direction Sense, Distance Sense), Ammunition, Limited to Relative to Arrow's Position ● *1 point*

Activated when the arrow strikes something, the arrowhead contains a tracer beacon that someone who knows the signal's frequency may use to follow to the arrowhead's location.

Tranquilizer

Effect: Ranged Affliction (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Ammunition, Sleep ● **2 points per rank**

The arrowhead injects its target with a tranquilizer upon impact, making the subject groggy or possibly putting them to sleep.

Whistle

Effect: Ranged Feature (Whistle), Ammunition ● *2 points*

The arrowhead has holes placed within it that allows air to pass through during flight, resulting in a loud whistle so long as the arrow remains airborne. This may be added to other trick arrow types to create a whistling variation.

White Noise

Effect: Burst Area Ranged Concealment (Auditory), Ammunition, Attack, Liberated * ● **4 points per rank**

The arrowhead emits white noise on impact, effectively canceling any other sound in the area.

* See **Better Mousetrap 3e**

Improvised Weapons

It is common for battles in comic books to see anything and everything in the area get as a weapon. This section provides information on such items for when they are used to attack an opponent. Cost is provided for the sake of consistency but, in most cases, this will be ignored because they are the sort of thing one picks up out of convenience in the moment rather than purchasing for regular use. Each item also conveniently includes the item's typical weight rank so you can more easily determine the Strength needed to lift it.

As with standard melee weapons, wielding an improvised weapon with a Strength greater than its Toughness breaks it. At the Gamemaster's option, tougher improvised weapons may have their Toughness reduced by 1 for each successful attack, breaking when their Toughness drops below the wielder's Strength.

Optional Rule: Improvised Weapon Damage

If you want improvised weapons to stand apart from standard weapons a bit more, try the following option rule when it comes to their Damage modifier.

The Damage modifier of an improvised weapon is equal to the wielder's Strength instead of that which is provided here. If the weapon's Toughness exceeds the wielder's Strength, there is an additional Damage bonus applied equal to the difference between the two, up to +2.

A character with Strength 8 is wielding a tank turret as an improvised weapon. The tank would normally be Damage 5, but its Toughness of 12 is higher than the character's Strength by 4, so this applies an additional bonus of +2 (the maximum possible). In this character's hands, the tank turret is a Close Damage 10 weapon.

Improvised Weapons

Weapon	Effect	Critical	Toughness	Weight	Cost
Helicopter Blade	Strength-Based Damage 4 (slashing), Impressive, Reach 4	20	8	3	9
I-Beam	Strength-Based Damage 4 (bludgeoning), Impressive, Reach 4	20	10	7	9
Manhole Cover	Strength-Based Damage 3 (bludgeoning), Defensive, Impressive	20	9	2	5
Parking Meter	Strength-Based Damage 3 (bludgeoning)	20	8	2	3
Power Line	Damage 2 (slashing), Disarming, Grabbing, Reach 2+, Tripping, Weak	20	7	Varies	6
Street Light	Strength-Based Damage 4 (bludgeoning), Impressive, Reach 5, Weak	20	9	9	9
Tank Turret	Strength-Based Damage 5 (bludgeoning), Impressive, Reach 3, Inaccurate	20	12	8	8
Telephone Pole	Strength-Based Damage 4 (bludgeoning), Impressive, Reach 5	20	3	6	10
Wrecking Ball, Small	Strength-Based Damage 4 (bludgeoning), Impressive, Reach 6+, Smashing	20	10	6	12
Wrecking Ball, Large	Strength-Based Damage 6 (bludgeoning), Impressive, Reach 6+, Smashing	20	12	8	14

Improvised Weapons

Helicopter Blade: When torn from a helicopter's main rotor, one of these blades can serve as an impromptu sword.

I-Beam: Typical of the sort found on a high-rise construction site, this steel beam is intended to act as a structure's supporting skeleton but can make an effective club.

Manhole Cover: A round, metal plate used to cover a street's manhole. Although they are useful for hitting an opponent with, they can also be used as shields. Manhole covers can be thrown, although doing so deprives the wielder of the weapon.

Parking Meter: The old fashioned, "Insert coin, spin knob" variety that may be rooted up from the ground and swung like a club by its steel pole.

Power Line: These high-tension cables are ideal for dishing out a good lashing, with weight and length varying (increase Extended Reach to suit longer sections). These statistics may also be used for telephone wire, although the Toughness is reduced to 5.

Determine a powerline's weight based on its length (and thus its reach): 15 lbs per 5 feet.

Street Light: Whether torn directly from the ground or picked up after being knocked down during a fight, street lights or lamp posts can make for handy improvised clubs.

Tank Turret: When torn off the tank's chassis, the main turret may be grasped by the cannon and swung like an oddly weighted club.



Telephone Pole: Whether torn directly from the ground or picked up after being knocked down during a fight, telephone poles make great improvised clubs.

Wrecking Ball, Small: Torn from the crane from which it is swung during a demolition, anyone strong enough may use some of its remaining chain to swing it about like a giant flail.

Wrecking Ball, Large: A much heavier version of the small wrecking ball, this demolition tool is usually used against reinforced structures.

Armor

Fencing: A full suit made of durable nylon or cotton, ballistic material has been added to the upper suit. The face mask is comprised of a plastic or metal mesh screen over and around the face (some competitions now allow for a plastic viewing plate amongst the mesh) with a bib hanging beneath to protect the neck. The suit only protects against piercing attacks.

Kendo: Comprised of a helmet sporting a metal grill to protect the face, a wooden breastplate covers the chest while three padded, fabric faulds cover the waist's front. Fabric gauntlets with thick padding protect the forearms, wrists, and hands.

Samurai: Largely formed from layers of protective "scale" plates of metal where the body was most vulnerable and leather strips and scales elsewhere. The helmet typically sported a stylized face plate.

Sparring: Used during practice bouts and competitions, this "armor" is little more than padding to cover the hands, top of the feet, and head (although the face remains exposed). Aside from providing protection, it also reduces the chance of harming one's opponents.

Stealth Suit: Used by high-tech espionage infiltrators and assassins, the suit is designed to blend into shadows and the like. Also, its materials muffle the sounds of movement and cool the body, reducing the wearer's heat signature.

Training Armor: This modern protective suit consists of heavily padded, open-faced headgear, chest protector, and shin guards. Some also come with padding for the top of the feet, adding Quirk (Foot Attacks become Nonlethal). The pads are not designed to protect against real weapons.

Mystic and Outlandish Martial Arts Equipment

The following weapons and items are designed as examples of the sort of mystical and unusual type of gear one would expect to find in the hands of someone who combines oriental mysticism or otherworldly skill with their martial arts. Some are a general type of weapon or item while others are unique.



Armor

Armor	Effect	Cost
Fencing	Protection 2, Limited to Piercing	1
Kendo	Protection 2	2
Samurai	Protection 4	4
Sparring	Protection 2, Quirk (Hand and Foot Attacks become Nonlethal)	1
Stealth Suit	Protection 2; Concealment 2 (Infravision), Partial, Passive; Enhanced Stealth 2 (+4)	5
Training Armor	Impervious Protection 3, Limited to Bludgeoning, Reduced Agility 1 *	1

* See **Better Mousetrap 3e**

Bracers of the Monkey—Sample Artifact of the Way

18 points

Rumored to have been created by Sun Wukong, the Monkey King, these bracers grant the wearer understanding and ability with the monkey fist fighting style so long as they are worn. The Monkey King is not without a sense of humor, however. The wearer has been known to initiate hou quan maneuvers when least expected—crawling up walls when intending to only step out of someone's way, for instance, or uttering "ook, ook" or otherwise acting distinctly monkey-like in the middle of a conversation.

Bracers of the Monkey (Removable): Variable 4 (Any Hou Quan Trait), Limited to Hou Quan Traits Not Already Known, Quirk (Monkey-Like Behavior), Uncontrolled • *15 points*

Artifact of the Way

5 points per rank plus Removable or Easily Removable

These items, which range in appearance from a flashy piece of jewelry to a nondescript sash, have each been empowered by a master of both sorcery and the martial arts. They grant the wielder enhanced or entirely new martial talents, although what manifests is not within the wielder's control. Although fate usually gives them what they need (well, as best as the relevant fighting style is able to), it frequently acts to bestow the artifact's "gifts" at inopportune moments.

Artifact of the Way (Removable): Variable (Any Trait of Respective Fighting Style), Limited to Fighting Style Traits Not Already Known, Uncontrolled • **5 points per rank plus Removable or Easily Removable**

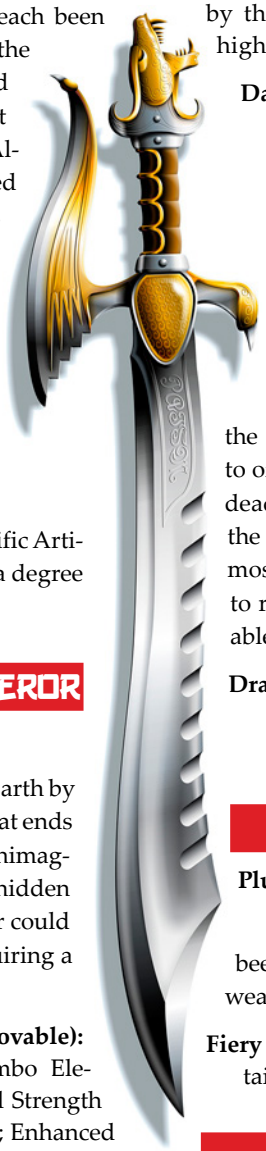
Gamemasters should further modify a specific Artifact of the Way to suit their needs, giving each a degree of distinctiveness.

Blade of the Celestial Emperor

40 points

Thought to have purposefully been left on Earth by the Celestial Emperor of the Taoist faith—to what ends no one knows—this blade grants the wielder unimagined power. Legend holds that the blade was hidden by monks so only someone worthy of its power could find the clues scattered around the world, requiring a great quest be undertaken to find it.

Blade of the Celestial Emperor (Easily Removable): Strength-Based Damage 4, Accurate, Combo Element, Multiattack, Penetrating 4; Enhanced Strength 5; Enhanced Stamina 5; Enhanced Agility 5; Enhanced Fighting 5; Variable 2 (Enhance Fighting Style Traits), Limited to Possessed Fighting Style Skills, Advantages, and Basic and Advanced Combat Maneuvers • *40 points*



Daikyu of Shooting Stars

15 points

This enchanted bow is believed to have been crafted by the gods. It can fire incomparable distances with high accuracy.

Daikyu of Shooting Stars (Easily Removable): Strength-Based Ranged Damage 5, Improved Critical 2, Extended Range 10; Enhanced Ranged Combat: Daikyu 6, Limited to Canceling Range Penalties • *15 points*

Dragon Sword

10 points

Not truly magical, these rarest of katana are the work of the best swordmasters ancient Japan had to offer. The knowledge of how to create such durable, deadly, and priceless blades has since become lost in the darkness of history, unfortunately. Even today's most technologically apt craftsmen have been unable to replicate the techniques used to forge these invaluable blades.

Dragon Sword (Easily Removable): Strength-Based Damage 6, Improved Critical 4, Penetrating 6 • *10 points*

Fiery Weapon

Plus 18 points

A fiery weapon (typically a sword) is one that has been enchanted to burst into flame. This is a common weapon in martial arts stories.

Fiery Weapon: Strike 3 (Fire), Reaction (Contact), Sustained • *basic weapon cost plus 18 points*

Flaming Shuriken

6 points

When thrown, these mystic shuriken burst into flame and explode upon impact.

Flaming Shuriken: Burst Area (6 ft). Ranged Damage 2, Multiattack, Reduced Area 2 * • **6 points**

* See **Better Mousetrap 3e**

SCORPION'S LASH

11 points

This is an unusual, extremely unorthodox weapon utilized by du zhua quan practitioners (pg 229). It consists of a thin chain with a sharpened, spike-like barb (the "scorpion's stinger") several inches long and weighted towards one end. The other end extends from the palm, through a metal ring fastened there by a special glove that stretches all the way down to the elbow. A spring-loaded device near the elbow causes the chain's length to pull around the forearm, guided by metal loops sewn to the gauntlet. A powerful, sharp flick of the arm causes the chain to unspool, lashing out to its full length, only to be pulled back immediately afterward.

Scorpion's Lash: Affliction 5 (Resisted by Dodge, Overcome by Strength or Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Reach 4, Limited Degree—**AE:** Affliction 6 (Resisted by Dodge; Vulnerable, Prone), Reach 4, Limited Degree—**AE:** Damage 3, Penetrating 2, Reach 4 • **11 points**

EXPANDED HEADQUARTERS SIZES

Depending upon the type of game you are running, you may wish to broaden the structure size categories, as presented in **Better Mousetrap 3e**.

When one constructs a headquarters to such an incredibly massive scale, you will usually no longer need to worry about the fine details. Knowing how much space is put into a crime laboratory, how large the pool is, or what the vehicle's defense modifier is become a matter of the story mostly when dealing with such immensity. In such instances, the headquarters has become more a tool of the plot than anything else. Still, you'll find this information here should you ever need or want it because the completionist within you craves it.

Revised Power System Table

Because new, cosmic scale headquarters sizes have been provided in this work, a similarly revised table regarding the Power System feature's costs and Space used is also required. The bigger the headquarters, the more Space must be devoted to its growing power demands.

Expanded Structure Size Categories

Structure Size	Points Cost	Spaces	Examples
Galactic V	35	250B	Planetary solar system
Galactic IV	34	124B	—
Galactic III	33	64B	—
Galactic II	32	32B	—
Galactic	31	16B	—
Stellar V	30	8B	Solar asteroid belt
Stellar IV	29	4B	—
Stellar III	28	2B	—
Stellar II	27	1B	—
Stellar	26	500M	—
Planetary V	25	250M	—
Planetary IV	24	125M	—
Planetary III	23	64M	Sun
Planetary II	22	32M	—
Planetary	21	16M	—
Epic V	20	8M	Jupiter, Saturn
Epic IV	19	4M	Neptune, Uranus
Epic III	18	2M	—
Epic II	17	1M	Earth, Venus
Epic	16	500K	The moon, Mars, Mercury
Titanic V	15	250K	Large country, Pluto
Titanic IV	14	125K	Small country
Titanic III	13	64,000	Large state
Titanic II	12	32,000	State
Titanic	11	16,000	Several counties
Awesome V	10	8,000	County
Awesome IV	9	4,000	City
Awesome III	8	2,000	Small city
Awesome II	7	1,000	Town
Awesome	6	500	Small town/village, sprawling installation
Colossal	5	250	City block, private estate
Gargantuan	4	125	Skyscraper
Huge	3	64	Castle
Large	2	32	Mansion, cave complex
Medium	1	16	Warehouse
Small	0	8	House
Tiny	–1	4	Townhouse
Diminutive	–2	2	Apartment
Fine	–3	1	Loft
Miniscule	–4	0	Room

Revised Power Needs

Structure Size	EP Cost	Spaces
Galactic V	14 (21)	125B
Galactic IV	14 (21)	64B
Galactic III	14 (21)	32B
Galactic II	13 (20)	16B
Galactic	13 (20)	8B
Stellar V	13 (20)	4B
Stellar IV	12 (18)	2B
Stellar III	12 (18)	1B
Stellar II	11 (17)	500M
Stellar	11 (17)	125M
Planetary V	11 (17)	64M
Planetary IV	10 (15)	32M
Planetary III	10 (15)	16M
Planetary II	10 (15)	8M
Planetary	9 (14)	4M
Epic V	9 (14)	2M
Epic IV	8 (12)	1M
Epic III	8 (12)	500K
Epic II	8 (12)	125K
Epic	7 (11)	64,000
Titanic V	7 (11)	32,000
Titanic IV	7 (11)	16,000
Titanic III	6 (9)	8,000
Titanic II	6 (9)	4,000
Titanic	5 (8)	2,000
Awesome V	5 (8)	1,000
Awesome IV	5 (8)	500
Awesome III	4 (6)	125
Awesome II	4 (6)	64
Awesome	4 (6)	32
Colossal	3 (4)	16
Gargantuan	3 (4)	8
Huge	2 (3)	4
Large	2 (3)	2
Medium	2 (3)	1
Small	1 (2)	0
Tiny	1 (2)	0
Diminutive	1 (2)	0
Fine	1 (2)	0
Miniscule	1 (2)	0

New Headquarters Features

The following new headquarters features are presented using the format within **Better Mousetrap 3e**.

Ancient Armory Display

A modifier for an existing area or in its own space, this feature lines the walls with melee weapon displays of a sort most likely related to the headquarters' nature, but this need not be so if otherwise specified. Although not entirely for show, the weapons are not kept in perfect, operational condition—they will be somewhat more dull and fragile than they should be. In a pinch, these weapons can be pulled down and used in combat, but reduce the weapons' Toughness and Penetrating (if any) ranks by half, and reduce their Damage rank by 1 (to a minimum of +0).

Prerequisites: None

Space: 1 or more

Cost: 1 point

Ancient Secrets

Only available in headquarters that have been around for a while, this adds a breadth of randomness by representing secret passages, concealed traps, secret listening tubes, hidden rooms full of lost knowledge, and the like. This is a rather open-ended feature that allows the Gamemaster to drop in plot elements when needed. For example, someone may uncover something hidden in the headquarters or this feature can offer a much-needed resource or the like when least expected.

If someone actively seeks out these secrets rather than waiting for them to reveal themselves, they do so with great difficulty. This requires a Perception check of at least DC 30 and possibly even necessitating spending a hero point.

Prerequisites: Expertise: Engineering 8 ranks, Stealth 8 ranks

Space: 1/10th (rounded down) the headquarter's total space; minimum 1

Cost: 1 point

Dojo (Fighting Style)

Whether known as a dojo or something else, this feature encompasses any space set aside for the physical, mental, and spiritual elements of training in the specified fighting style. While training or fighting within the dojo, anyone who has the (Style) Initiate (or Student or Master) advantage appropriate to the dojo's fighting style gains a +2 bonus to all skill checks related to that fighting style. They also gain a +1 rank bonus to all the style's ranked advanced combat maneuvers.

Prerequisites: Appropriate Close Combat: Fighting Style 8 ranks

Space: 1 per accommodations for 4 people

Cost: 1 point

New Headquarters Features

Feature	Prerequisites	Space	Cost
Ancient Armory Display	None	1 or more	1
Ancient Secrets	Expertise: Engineering 8 ranks, Stealth 8 ranks	1/10th	1
Dojo	Close Combat: Fighting Style 8 ranks	1 or more	1
Great Garden	Expertise: Gardening 8 ranks, Grounds optional	6 or more / 0	1
Shrine	Expertise: Religion 8 ranks	1 or more	1
Trophy Room	None	1 or more	1

Great Garden

This area is filled with a garden of the desired type, be it a hedge maze, rock garden, rose-filled pavilion, or the like. While primarily an aesthetic choice intended to offer a place to get away for a moment's peace, in a fight a great garden offers all sorts of obstacles and impromptu surfaces upon which to do battle and get in the way.

Prerequisites: Expertise: Gardening 8 ranks, Grounds feature to require 0 Space

Space: 6+ if contained in the headquarters itself, 0 if located on the Grounds feature

Cost: 1 point



Shrine (Type)

A site for religious or philosophic contemplation, meditation, or observance of service, as the situation dictates. A shrine devoted to religious practice grants a +4 bonus to any appropriate checks involving divine traits (e.g., holy magic) related to whichever divine power or deity the shrine is devoted to. Shrines dedicated to meditation and philosophic contemplation instead of divinity similarly grant a +4 bonus to any relevant skill checks (e.g., for trances).

The type of shrine must be determined when purchased, and it is up to the Gamemaster to indicate what faiths or philosophical systems are close enough to still offer some or all of its benefits if they aren't exactly the same as that type. For instance, the Gamemaster may decide a shrine devoted to Zen Buddhism contemplation is sufficiently similar to grant Tibetan Buddhists its full benefits while only bestowing half its bonus to a Yoga Hindu and none to a Sufi.

Prerequisites: Appropriate Expertise: Religion 8 ranks

Space: 1 per accommodations for 4 people

Cost: 1 point

Trophy Room

An area has been set aside within the headquarters to store trophies of a particular type (e.g., hunting, ancient weapons, armor, metahuman). For example, hunting trophies would contain animal heads and mounted hunting weapons; an ancient weapons trophy room would contain mounted swords, spears, and the like; and a metahuman trophy room would contain costumes, weapons, and devices taken from vanquished metahumans (perhaps friend and foe).

When in a trophy room, a character may reach for a convenient item to use in combat appropriately—a crossbow in an ancient weapons room, for example, or a shield from an armor trophy room. Doing so requires making a Dexterity check (DC 10 + item's point value); success means an item of the appropriate type is at hand while failure means one is not. The Gamemaster determines what the item is, exactly. The character can say they want to grab a nearby weapon, for instance, but the Gamemaster will indicate the sort of weapon grabbed. The item must also be appropriate for the HQ's PL—a weapon cannot have more than 5 ranks of Damage for a PL 5 headquarters, for example.

It is possible to have a mixed trophy room, but the maximum PL value of anything at hand is equal to the HQ's PL divided by the types of objects available in the trophy room. Assign any remainder to the desired types of trophies.

A PL 10 headquarters has a trophy room that displays martial arts weapons, armor, and alien artifacts. The armor is deemed to be the primary focus of the trophy room, so the maximum armor PL is 4, but it is PL 3 for the martial arts weapons and alien artifacts.

Prerequisites: None

Space: 1 or more

Cost: 1 point

New Headquarters Power Effect Features

The following new headquarters power effect features are presented using the format within **Better Mousetrap 3e**.

Balanced Feng Shui (Enhanced Advantage)

Flat • 1 point

The building's construction, interior layout, interaction with its environment, and so on has resulted in balanced chi. Such a balance provides the headquarters' occupants with the equivalent of Favored Environment (Headquarters).

A headquarters cannot have both this feature and the Imbalanced Feng Shui complication. Furthermore, excessive bloodshed, combat that results in substantial environmental collateral damage, geological disturbance, dark magic, and the like can disturb this balance, rendering this feature inoperative until the situation is rectified (or even disrupt it permanently if circumstances are sufficiently disruptive).

Global Harmony (Remote Sensing)

Flat • 1 point

The headquarters is so in tune with the world that the facility reacts to great catastrophes and the like (what qualifies is up to the Gamemaster). A strong wind coming from an impossible direction, garden tiles cracking, an arm falling off an isolated statue, and so on are all examples of signals that someone open to such omens may read as a sign of trouble.

Grand Signal (Communication)

Flat • 1 point

The headquarters is equipped with some manner of potent auditory signal device of great importance. No common bell or claxon, the signal's sounding will resonate throughout the headquarters and area directly surrounding it, immediately awakening all the headquarters' rightful occupants. These occupants will immediately recognize its importance and be aware and ready to act the following round. Common examples of a grand signal can be a unique, massive bell, enormous and billowing horn, or ground-shaking gong.

Quiet Stillness (Weaken Stealth, Affliction)

Flat • 1 point

The headquarters is usually filled with a sense of calm and stillness that causes even the softest of noises to noticeably carry. Anyone who has not spent an amount of time getting used to this feeling of quiet, requiring at least one consecutive day within the facility per headquarters size category (with "miniscule" being considered 1, counting upwards incrementally), will suffer a –4 penalty to Stealth checks while within. They must also roll a Will resistance check (DC 10 + PL) or become impaired for one round per degree of failure by sudden, sharp noises that break the calm. This quiet stillness is disrupted by events and loud noises such as gunfire, a concert, or construction, rendering this feature's effects inoperable until the quiet has a chance to return.

New Headquarters Complications

The following new headquarters complication is presented using the format within **Better Mousetrap 3e**, also by **Misfit Studios**.

Imbalanced Feng Shui

Due to the headquarters' orientation, how it interacts with its surroundings, or because of its history, the facility suffers from negative chi. All occupants are inflicted with bad luck—the Gamemaster can dictate what happens, when, and why. Alternatively (or additionally), this back luck can be represented by disallowing routine checks and declaring something detrimental (perhaps even catastrophic) happens whenever a natural 1 is rolled for a check.

A headquarters cannot have both this complication and the Balanced Feng Shui power feature.

9. HEROES AND ALLIES

Just as there are villains in any martial arts genre game, so too are there heroes. They use their skills and honor to fight for just and noble causes, often in aid of other heroes such as the player characters.



SHAMBHALA

The mountain, Shishapangma, is located in south-central Tibet's Jugal Himalayan range. It rises over 25,000 feet tall, and is the guardian of an ancient and wondrous secret. Hidden from prying eyes by the mountain's great height, misting clouds, and deep snows is a mystery mentioned in many Tibetan texts of both legend and history. Most such tomes predate those of the Tibetan Buddhists. This secret is one that must be protected from prying curiosity and ill-will or selfishness lest its mysteries be discovered and turned against mankind. Although the secret is known by many names amongst the oldest civilizations the world over, in Tibet it is known as "Shambhala," the lost, mystic kingdom of peace and happiness.

Despite the many myths surrounding Shambhala (or whatever this or that culture chooses to call the place), the truth of its existence has remained hidden from humanity's eyes for thousands of years—and with good reason. Although Shambhala does indeed contain the secrets of great peace, the kingdom exists to guard and keep safe an even bigger mystery: the only complete and pure version of the Kalachakra Tantra.

The Kalachakra Tantra is a ritual of Vajrayana Buddhism—the faith of Shambhala's occupants—that also exists outside of the hidden kingdom, but only in its incomplete form. As such, no one from the outside world who pursues the Tantra with the hope of reaching Buddhahood will ever uncover its true potential. To do so, they must seek enlightenment through Shambhala's teachings. Just what the true nature of the Kalachakra Tantra may be remains a mystery known only to Shambhala's martial and spiritual leaders, but it is thought to grant a power that rivals godhood. As one would expect, this potential has incited more than one person through the ages to seek out the hidden city's guarded knowledge.

The Kingdom

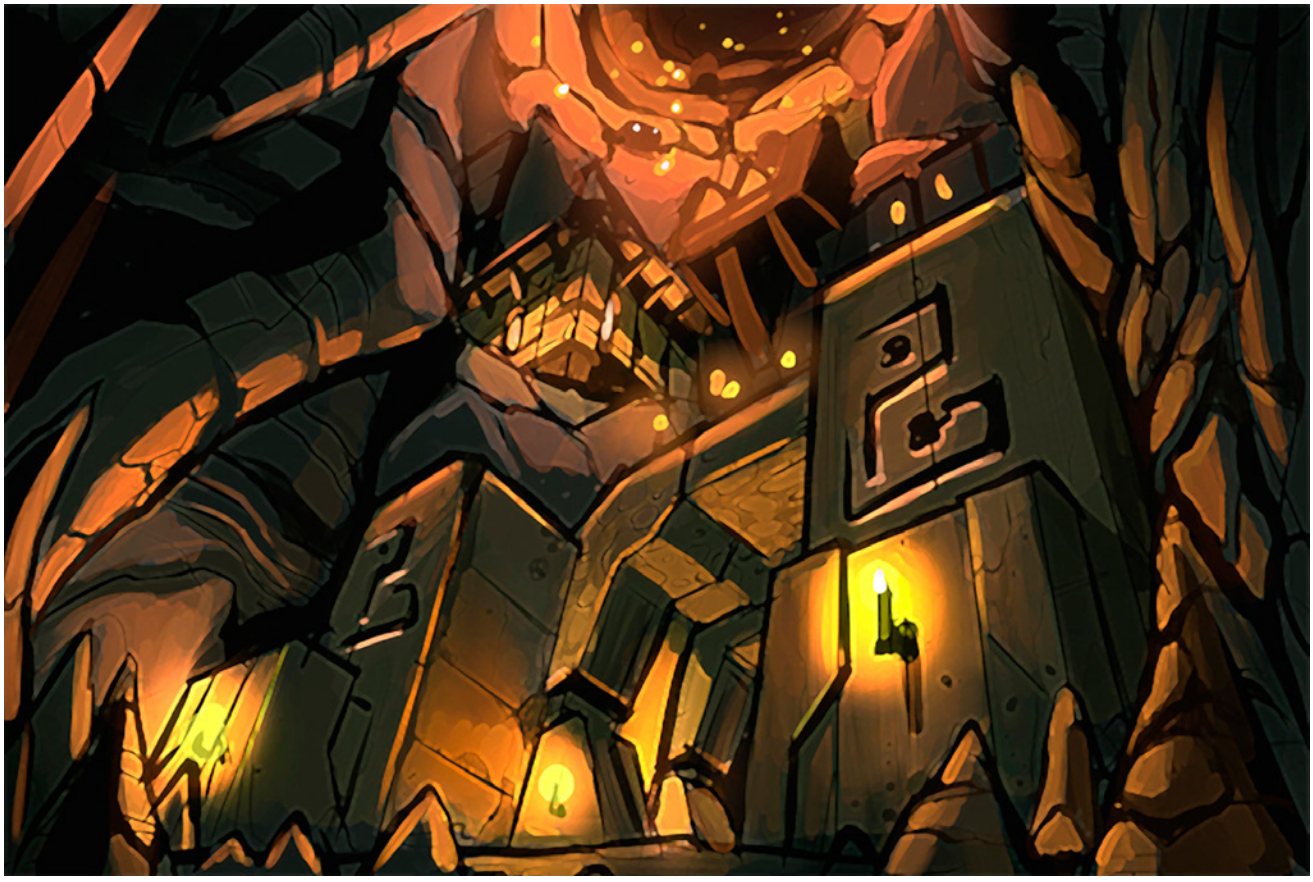
Shambhala's entrance is concealed within the mountain's core. A mountainside temple ruin serves as an outpost to protect the hidden entrance and from which the city's occupants keep watch. The actual structures have long since been reduced to little more than rubble and crumbling walls by now-forgotten invaders seeking the city for its fabled secrets. The ruins are located well above the clouds below that obscure the peaks of many neighboring mountains.

After uncovering the secret door within the ruins (Perception DC 30), one must enter the tunnel beyond, which has been very roughly carved through the rock. Unlit torches are kept in a pile by the door to light the way for anyone able to make it that far. The tunnel stretches into the mountain for five hundred yards or so, passing beneath and between several sets of ornately carved arches and pillars. Finally, it reaches a set of spiraling stairs that descends over a mile around an open pit. At the stairwell's bottom is another tunnel that leads a thousand yards or more into the mountain's heart, and it is here that Shambhala is to be found.

The tunnel's mouth into the yawning cavern containing Shambhala is always guarded by at least four of the Bhala Tshe monks hiding in concealment (pg 282).

This hidden kingdom is nested within a massive cavern naturally hollowed from Shishapangma and the surrounding mountains. Stretching at least eight miles at its longest point along the ground, the cavern is topped by a natural roof roughly a half-mile high and peppered with thousands of hollowed shafts. Each shaft leads to the mountain's surface where carefully concealed caves no wider than a small child allow sunlight in. The shafts' stone facings have been polished by some unknown means, making them incredibly slick but also able to reflect sunlight down into the cavern, lighting Shambhala's as though by a muted sun.

Most of Shambhala's people live in farming communities of thirty to one hundred peasants. Each community is responsible for providing the kingdom with a selection of varied resources, primarily livestock or fruit and vegetable crops. There is even a wide river to the cavern's east that feeds a small but deep lake upon which two separate vil-



lages fish. Kalapa, Shambhala's capital, sits at the cavern's heart while the Bhala Tshe Monastery rests high on the cavern's northern wall.

Much of the cavern's floor is covered in mineral rich volcanic soil that has allowed the kingdom's fertile crops to grow, along with the cavern's two coniferous forests of primarily fir and spruce trees. One of these woods fills much of the northern expanse while the smaller of the two is nestled in the southeast. Aside from providing wood, food and shelter for animals, the crop fields and forests also supply a variety of herbal medicines, much of which has been refined in secret beyond the lore known to outsiders. This has resulted in unguents, ointments, and potions that can heal and cure several diseases and afflictions that continue to plague the modern world.

The City of Kalapa

Presided over by the Kulika King from the Lion Throne, which rests in an open pavilion overlooking the grove at the city's heart, the capital of Kalapa is a true wonder to behold. Nearly one-quarter of the city is carved from the cavern rock, built into hollowed and elegantly chiseled stalagmites of massive proportions. Most such structures also descend several levels into the rock beneath street level into intricate sub-chambers that are frequently connected by tunnels from one stalagmite to the next. Much of the remaining city is formed from a mix of terra cotta bricks and mortared stonework, with the most revered sites being shaped from spruce, fir, and sandalwood.

The city's center is dominated by a majestic grove of various sandalwood trees not found elsewhere in the cavern. These trees are strategically situated, along with paths of various colored sands and stone, to form a three dimensional Kalachakra mandala, the pattern of which may only be discerned from above, such as from the balconies of the shrines that surround the grove, or from the king's Lion Throne.

Kalapa was constructed around a pattern that greatly resembles that of the grove's Kalachakra mandala, emphasizing that all things in the capital are rooted in Shambhala's peaceful spirituality and pursuit of enlightenment. Shops, homes, and the like—all of humble construction—line the city's streets. However, everything seems at least a millennia out of synch with the rest of the world (like just about everything in Shambhala).

Other than the grove, Kalapa's most dominant features are the eastern market, which is a kaleidoscope of both scents and colors, and the Kalachakra shrine and palace. The latter is a united site of terra cotta, much of which has been painted in colorful motley that causes the building's basic shape to seemingly somewhat shift and waver when viewed from different angles and in varied light. Within this tiered structure, the Kulika King rules his hidden kingdom even as monks and peasants alike visit the massive, central shrine to pursue their faith of Vajrayana Buddhism.



Bhala Tshe Monastery

The martial monks of Bhala Tshe ("benefited life") Monastery maintain the kingdom's peace. Each monk is taught the fabled quan to fighting art (pg 231) as a path to enlightenment and as the means by which they defend the kingdom. Only those who master this enigmatic style may proceed to learn the real secrets of the Vajrayana Tanta, as only they will have proven to possess the spiritual, mental and physical capacity for being entrusted with something of such incomparable worth.

A long and perilous winding footpath climbing roughly five hundred feet up the cavern's northern face extends upwards to the monastery. The path is barely wide enough for the hill ponies the monks use to carry supplies up its heights. At the path's summit is a large outcropping that accommodates the monastery's gardens (the site is self-sustaining and trades with the villages for other things it needs), with the path continuing through them and into the compound.

The monastery is found behind a mortared wall and massive ironbound, wood gate. Two small fountains border the path beyond the gate before reaching the entrance. Like the monastery itself, the entrance has been chiseled from the cavern wall, with ornate pillars, murals, and the like decorating the exterior which is broken by a series of narrow windows that act as knotholes in case of attack.

Once beyond the entrance, a visitor finds himself in a wide, grand bay hung with tapestries and filled with the smoke of cloying incense. Halls branch off in all directions, leading to cells for monks (to the west) and initiates (to the east). Below the monks are the cold stores where food is smoked and kept chilled by a stone-cooled underground stream that has been diverted into the cellar. The Grandmaster's solitary cell is located in the monastery's northernmost extent, adjoining the ancient archives. Beyond the cells are the various shrines, meditation chambers, quan to training vaults, and the arsenal.

Shambhalan Monk

PL7 • 109 points

Abilities Str 2, Sta 2, Agl 3, Dex 3, Fgt 7, Int 1, Awe 2, Pre 2

Equipment A weapon suiting their weapon elements, monk robes

Quan To (Student)

Style Extras Defensive, Esoteric 2, Mystic, Spiritual

Style Flaws Demanding 4 (28 hours, –2)

Weapon Elements Unarmed, Select two of Chain, Polearms, Sword, Staff

Style Stances Avoiding, Disarming, Fluid, Misleading, Neutral, Reactive, Weapon

Style Advantages Acrobatic Fighter, Active Disarm, Assessment, Defensive Attack, Defensive Roll 2, Defensive Throw, Grab Breaker (Jab), Grabbing Parry, Opposing Style (Si Wang Long Quan), Quan To Initiate, Quan To Stances, Quan To Student, Reversal, Ritualist *, Specialization ** (Expertise: Theology & Philosophy, Vajrayana Buddhism), Trance, Weapon Bind, Weapon Element 2 (Select Two)

* This advantage uses the Expertise: Theology & Philosophy (Vajrayana Buddhism) skill specialization instead of the usual Expertise: Magic skill

Basic Maneuvers Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Escape (2 pts), Jab (3 pts), Scissor Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers Chi Sense (1 pt), Combat Awareness (1 pt), Sense Aggression (2 pts), Skillful Invisibility (1 pt), Walk the Sky 2 (1 pt)

Advantages Equipment 3, Favored Environment (Shambhala), Languages (Select One)

Skills Acrobatics 4 (+7), Athletics 4 (+6), Close Combat: Quan To 2 (+9), Expertise: Herbalism 2 (+3), Expertise: Dancing, Instrument, or Singing 1 rank, Expertise: Martial Arts 4 (+5), Expertise: Survival (AWE) 1 (+3), Expertise: Theology & Philosophy (AWE/INT) 3 (+5/+4), Perception 4 (+6), Treatment 1 (+3)

Offense Initiative +3, Axe Kick +9 (Close Damage 4, 19-20, Push Over 2); Jab +11 (Close Damage 2, Grab Breaker); Scissor Kick +7 (Close Damage 6, Split, Parry –2, Push Over 2); Sweep +11 (Close Affliction 6, Parry –5); Throw +7 (Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4); Quan To Unarmed +9 (Close Damage 2); Unarmed +7 (Close Damage 2)

Defense Dodge 7, Parry 7, Fortitude 5, Toughness 4/2, Will 4

Totals Abilities 44 + Style Extras 5 – Style Flaws 4 + Maneuvers 18 + Advantages 25 + Skills 12 + Defenses 9 = 109

** See **Better Mousetrap 3e**

Threat Level: Beta

Height: Varies

Weight: Varies

Native Language: Tibetan

Typical Quote: Your lack of balance will only lead you to teeter down the wrong path.

Appearance: With incredibly closely cropped hair or shaved head, these monks resemble the popular image of a Tibetan Buddhist monk except their robes are white with pale purple highlights and sashes. When expecting a fight, the monk will exchange his loose robes for more appropriate attire of the same color scheme.



Shambhala in Your Game

The following may give Gamemasters ideas on how to incorporate the kingdom of Shambhala into their game.

Lost in the Mountains

Somehow the character(s) becomes lost high in the Tibetan Himalayas and finds the ruined outpost atop Shishapangma. After taking shelter within, the kingdom's secret entrance is discovered and the character explores until they reach Shambhala. This leads to a confrontation with the guardian monks, and the intruder is taken before the Kulika King. Following much thought, Kulika King permits the character to stay until such time as it is safe for them to make their way back down the mountain.

Vajrayana Tantric Magic

Although commonly only associated with sex, tantric practices actually encompass a variety of religious rituals and spiritual paths and methodologies. These practices are designed to liberate the mind and spirit from ignorance, effectively channeling deific power through the practitioner in the process.

Vajrayana tantric practices (or any tantric arcane system, for that matter), incorporates Shambhala's religious beliefs with tantric rituals unknown to the outside world. These rituals precipitate preternatural results that may best be described as magical. Most monks of the Bhala Tshe monastery learn how to conduct and/or participate in such rituals, although masters have gone beyond these practices and may work effects more typical of sorcery (although still rooted in the Vajrayana principles).

Tantric magic may be built as one would any other power with a magic descriptor, but keep in mind these rituals will always be restricted to the faith of Vajrayana Buddhism. This means (among other things) intentionally harmful spells simply don't exist within this school of magical practice. In keeping with the idea of using tantric principles to enact the magic, such rituals should require extended durations to cast (such as through the Action flaw), and by adding an Expertise: Theology & Philosophy (Vajrayana Buddhism) Check Required flaw.

It is possible that in this time the character will become enamored of the kingdom and ask to stay a while to learn what they can of its faith and/or unique fighting style. This is an opportunity for the character to form a lasting alliance and friendship with the kingdom's monks, and also allows the Gamemaster to employ Shambhala as a story element in future game sessions.

This concept may also be incorporated into a hero's background rather than played out: a character is lost in the mountains, finds Shambhala and is taken in by the monks while they heal. In the process, they become a student of the kingdom's Buddhist philosophies and are taught quan to before heading back into the world to use what they have learned to become a hero.

The Worldly Student

The character(s) is a monk of the Bhala Tshe monastery who must go out into the modern world for some reason. Perhaps the character has not yet mastered their inner demons and has been exiled from the kingdom due to a serious infraction against the kingdom's peaceful laws. Or maybe Shambhala has reason to be worried about what is happening in the outside world and has sent the monk to act as their eyes and ears (and envoy when needed). Regardless of the reason for leaving the hidden kingdom, the exile must find their footing within a society operating under norms and laws far from anything they ever known, leading to all manner of misadventures.

The Cultural Awkwardness complication (pg 101) is ideal for this sort of character. A Shambhalan monk newly arrived in the modern world will be lost amongst the self-centered, capitalist belief systems they are likely to encounter (or, worse yet, the sort of persecution they would be subject to in China).

The Quest For Ultimate Power

A major villain has recently uncovered information revealing Shambhala is more than just another legend. However, the information is incomplete and only points to clues of its location rather than outright leading the way to the lost kingdom's gates. When the heroes learn of this villain's quest, they should realize how terrible it would be for the world if the bad guy were to find Shambhala and, subsequently, discern a way to harness its forbidden knowledge to their own ends. This should set the characters on a path to prevent this, even if it means they too must seek clues to Shambhala's location (which would be ironic if the villain had run a really good bluff, inciting the heroes to find Shambhala on their behalf).

If the heroes are already acquainted with Shambhala, they may attempt to cut the villain off before the latter can find the sanctuary. If they believe it is too late for that, they can go directly to the hidden kingdom to warn them and help bolster the defenses. Either way, even if the villain is initially stopped, the characters will have to find away to prevent the former from trying again later. If the Gamemaster is feeling especially devilish, the heroes could fail, resulting in the villain uncovering Shambhala's knowledge and power. In such a scenario, this power would then be turned against the world and it would be up to the heroes to stop the villain before their plans for global conquest are achieved.

SOLO HEROES

Brundin Goldbeard — PL8

Abilities

STRENGTH	2	FIGHTING	4
STAMINA	2	INTELLECT	1
AGILITY	1	AWARENESS	1
DEXTERITY	1	PRESENCE	–1

Powers

Dwarf Sight: Senses 2 (Darkvision) • *2 points*

Earthborn: Enhanced Dexterity 2, Limited to Stone, Metal, and Gem Related Skills; Enhanced Intellect 2, Limited to Stone, Metal, and Gem Related Skills, Innate • *5 points*

Giant Fighting: Enhanced Dodge 4, Limited to Versus Giants; Enhanced Parry 4, Limited to Versus Giants • *4 points*

Hardy: Enhanced Fortitude 2, Limited to versus Magic and Poison; Enhanced Dodge 2, Limited to Magic Resistance Checks; Enhanced Will 2, Limited to versus Magic, Innate • *4 points*

Long-Lived: Feature 1 (Longevity) • *1 point*

Stability: Enhanced Athletics 3, Limited to Resisting Knockback and Trips • *1 point*

Stonecutting: Senses 2 (Detect Stonework Concealments and Traps, Ranged), Innate • *3 points*

Eardahid (Student)

Style Extras

Geomantic

Style Flaws

Clumsy Attacks (High Kicks), Demanding 2 (7 hours, –2)

Weapon Elements

Unarmed (default), Dagger/Knife, Warpick

Style Stances

Blocking, Guarded, Low, Neutral, Prone, Weapon

Style Advantages

Dirty Attack, Eardahid Initiate, Eardahid Stances, Eardahid Student, Light Sleeper, Martial Defense, Precise Attack (Close, Cover), Preferred Stance (Low), Prone Fighting, Specialization 3 ** (Expertise: Engineering, tunneling; Expertise: Geology, mining; Perception, auditory echolocation), Steadfast, Weapon Element 2 (Dagger/Knife, Warpick)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Dual Punch (2 pts), Elbow Strike (3 pts), Headbutt (5 pts), Jab (3 pts), Knee Strike (2 pts)

Advanced Maneuvers

Blind Fighting (2 pts)

Equipment

Heavy warpick, dagger, chainmail

Advantages

Close Attack 3, Equipment 3, Favored Foe (Goblinoids), Favored Environment (Subterranean), Improved Critical (Warpick), Languages (Common), Power Attack, Ranged Attack 4, Uncanny Dodge

Skills

Athletics 2 (+4), Close Combat: Eardahid 4 (+8), Deception 2 (+1), Expertise: Engineering 4 (+5), Expertise: Geology 2 (+3), Expertise: Mechanics 4 (+5), Expertise: Stonemasonry 4 (+5), Expertise: Survival (AWE) 3 (+4), Insight 1 (+2), Perception 4 (+5), Stealth 2 (+3)

Offense

Initiative +1 (–1 high kicks)

Dagger, Thrown +5	Thrown Damage 3, 19-20
Dual Punch +11	Close Damage 4, 18-20, Empowered Critical, Parry –5
Eardahid Unarmed +13	Close Damage 2
Eardahid Dagger +13	Close Damage 3, 19-20
Eardahid Heavy Warpick +13	Close Damage 5, 19-20, Penetrating 3
Elbow Strike +13	Close Damage 2, Grab Breaker
Headbutt +11	Close Damage 2, 17-20, Parry –2; Affliction 6
Jab +15	Close Damage 2
Knee Strike +11	Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Unarmed +7	Close Damage 2

Defense

Dodge	5	Fortitude	6
Parry	4	Toughness	5/3 *
		Will	4

* Without chainmail

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	15	Adv. Man	2
Abilities	22	Skills	16
Powers	20	Defenses	11
Advantages	31	**Total**	**115**

** See **Better Mousetrap 3e**

Complications

Goldlust: Dwarves are inherently greedy when it comes to gold and, to a much lesser extent, other precious metals and gems. They can become fixated on acquiring gold and their judgement begins to slip when it is involved in decisions.

Real Name: Brundin Gweldwhar Goldbeard

Aliases: None

Threat Level: Beta

Age: 111

Height: 4 feet, 5 in.

Weight: 212 lbs

Native Language: Dwarven

Typical Quote: There be goblins in these here tunnels, and the stone be thirsty for their blood!

Occupation: Adventurer

Base: Dwarven community

Appearance

Now on the cusp of middle-age, Brundin's thick, brown beard has not yet been infiltrated by grey, but his eyes are marked by the lines of having witnessed too much death. This stout dwarf adorns himself in sturdy chain and plate, and wields a massive warpick in battle.

Personality

This adventurer is outgoing and friendly (by dwarven standards), and Brundin likes to keep busy by chatting up newcomers to his favorite taverns. He does so both as a way to keep apprised of what's going on in the world and to find work.

Powers & Abilities

A former adventurer, Brundin is a very capable fighter. He is at his most dangerous while fighting in dark tunnels and caverns deep beneath earth and stone.

Allies

This dwarf has helped many people in his day and paired up with many other adventurers. He can call upon many of these former comrades for aid if necessary.

Enemies

Brundin hates all goblinoid races, and will sign on for just about anything that will do them harm. He has also made a number of other enemies through the years by crossing paths with the wrong sort of people while adventuring.

Background

A dwarf born within a distant and ancient city built deep beneath the grand mountains, Brundin was forced into the open wilds as a child when his home was invaded by goblins. Most of his people were massacred, leaving his grandfather and himself as the only members of his clan known to have survived. Having fled to the nearest human city, the wizened Goldbeard raised his grandson, using the metropolises' vast sewers and caves in the nearby hills to train Brundin in the ways of Eardahid so the youth could one day reclaim their lost home.

As he aged, Brundin continued to practice Eardahid while traveling as an adventuring hero and also during a stint in the city guard. He served in the latter as an expert at fighting creatures that would infest the sewers. His aptitude for fighting in confined spaces earned him a well-deserved reputation as a tenacious dungeon-delver, making much demand for his services as both subterranean guide and mercenary warrior.

Using his loot shares from a multitude of adventures he's hired on to, Brundin has slowly stored away a small fortune he one day hopes to use to fund an expedition to free his homeland. Until then, he finds work where he can and performs his duties with typical dwarvish stoicism and stubbornness.

Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate Brundin Goldbeard into their game.

Cleaning the Mine

Brundin is in need of adventurers to help clear some simple but dangerous creatures (such as goblins or the like) from a local dwarven mine. Brundin will not be paid for the job, as killing the creatures is part of a blood debt he owes the clan that owns the mine, so he can only offer a meager payment up front with a fair share of any treasures found during the job. What Brundin can't know, however, is that the invading creatures are lead by a small family of ogres,



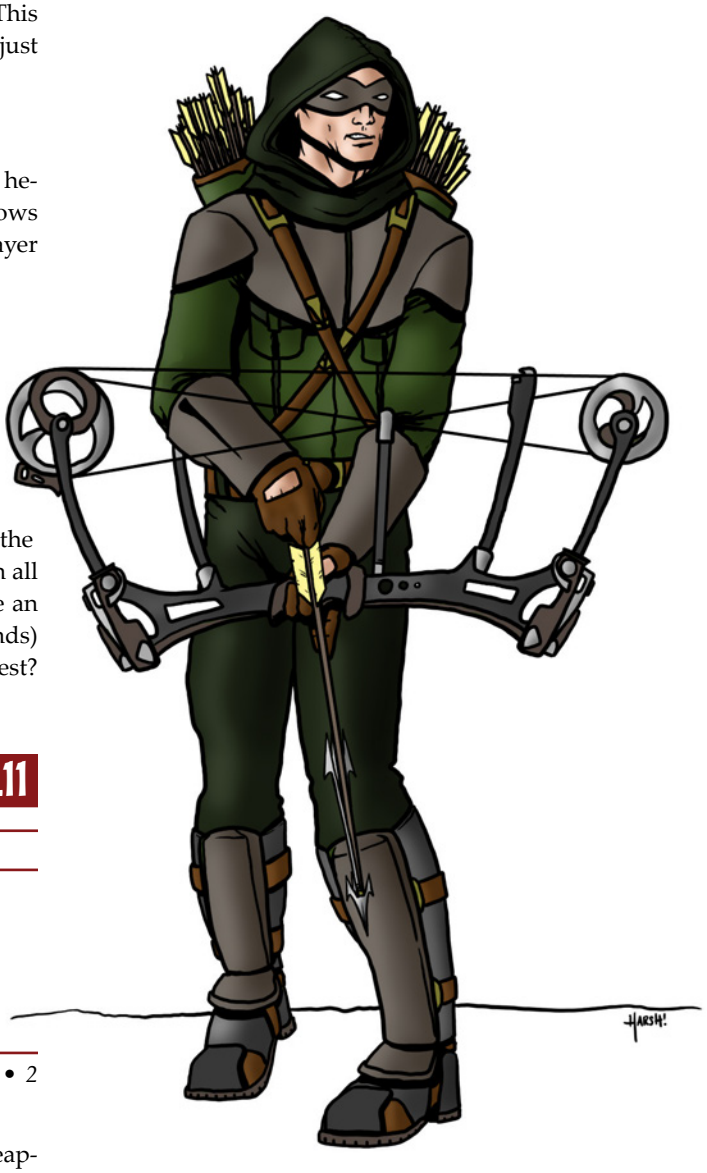
making the mission far more dangerous than expected. This is an ideal adventure for a group of low-PL adventurers just starting out.

Kill Them, Take Their Stuff

This adventure idea is about as simple as it gets. The heroes want to go raid a dungeon for treasure. Brundin knows the way and is willing to lend a hand with some non-player character strong-arming.

The Home Fires Still Burn

With his grandfather ill and on his death bed, Brundin has sworn an oath to return to his homeland and reclaim it from the goblin hordes before the man who raised him dies. To this end, he has taken to recruiting do-gooders and adventurers-for-hire who are interested in the plunder to be had. Getting to the lost city of the dwarves will mean crossing treacherous lands filled with all sorts of monsters, and that is before having to penetrate an underground city garrisoned by hundreds (if not thousands) of goblins. Are the heroes up to the task of joining the quest?



Hood PL11

Abilities

STRENGTH	2	FIGHTING	6
STAMINA	3	INTELLECT	2
AGILITY	5	AWARENESS	2
DEXTERITY	5	PRESENCE	1

Powers

Hawkeye: Senses 1 (Normal Vision, Extended), Innate • *2 points*

Marksman *: Ranged Damage 5, Limited to Ranged Weapons; Enhanced Improved Critical (Bow); Enhanced Ranged Attack 5, Limited to Ranged Weapons; Feature 1 (Extra Effort); Feature 1 (Additional Range Increment to Marksman); Feature 1 (Trick Shot) • *12 points*

Trick Arrows: Variable 4 (Arrows), Free Action, Limited to Trick Arrows Previously Designed as Devices, Removable • *31 points*

An Ch'i (Initiate)

Style Extras

Attack Focus 3 (Impromptu Ranged Attack, Shuriken, Dagger/Knife)

Style Flaws

Demanding 3 (14 hours, –2), Weapon Dependent

Weapon Elements

Shuriken (default)

Style Stances

Avoiding, Firing, Low, Neutral, Misleading, Throwing, Wary

Style Advantages

Ambush, An Ch'i Initiate, An Ch'i Stances, Precise Attack (Ranged, Concealment), Sneak Attack *, Throwing Mastery 2

Basic Maneuvers

Basic Thrown Attack (0 pts)

Advanced Maneuvers

Bank Shot 3 (4 pts), Nerve Strike 2 (An Chi' Ranged Attacks) (3 pts)

Kyudo (Master)

Style Extras

Attack Focus (Bow)

Style Flaws

Weapon Dependent

Weapon Elements

Bow

Style Stances

Firing, High, Low, Neutral, Weapon

Style Advantages

Accurate Attack, Attack Mastery (Bow), Attack Specialist (Bow), Defensive Attack, Empowered Critical (Basic Bow Attacks), First Strike, Improved Aim, Improved Critical 2 (Bow), Improved Readiness (Basic Bow Attacks), Kyudo Initiate, Kyudo Master, Kyudo Stances, Kyudo Student, Move-By Action, Precise Attack (Ranged, Cover), Ranged Attack 3, Superior Disabling 2 (Basic Bow Attacks)

Basic Maneuvers

Basic Bow Attacks (0 pts)

Advanced Maneuvers

Bank Shot 2 (Kyujutsu Ranged Attacks) (3 pts), Eagle Eye Aim 6 (3 pts), Empty Mind 3 (12 pts), Extreme Distance Shot 1 (Bow) (2 pts)

Equipment

Bow, normal and trick arrows, shuriken

Advantages

Equipment 3, Inventor, Languages 3 (English, Cantonese, Japanese, Mandarin), Superior Disabling 2 (Basic Bow Attacks)

Skills

Acrobatics 8 (+13), Athletics 4 (+6), Deception 6 (+7), Expertise: Bowyer (DEX) 3 (+8), Expertise: Chemistry 3 (+5), Expertise: Electronics 8 (+10), Expertise: Fletcher (DEX) 3 (+8), Expertise: Mechanics 8 (+10), Expertise: Streetwise (AWE) 3 (+5), Expertise: Survival (AWE) 1 (+3), Intimidation 5 (+6), Ranged Combat: An Ch'i 5 (+10), Ranged Combat: Kyujdo 4 (+9), Sleight of Hand 8 (+13), Stealth 9 (+15), Technology 8 (+10)

Offense

Initiative +5 (+7 Shuricken, +9 Bow)

An Ch'i Shuriken +18 **	Ranged Damage 1, Multiattack, Additional Extra Effort, Additional Range Increment, Trick Shot
Kyudo Bow +17 **	Ranged Damage 7, 17-20, Empowered Critical, Superior Disabling 2, Additional Extra Effort, Additional Range Increment, Trick Shot
Unarmed +6	Close Damage 2

** May be Limited by PL

Defense

Dodge	11	Fortitude	6
Parry	6	Toughness	3
		Will	5

Power Points

Style Extras	4	Style Flaws	–7
Basic Man.	0	Adv. Man	27
Abilities	52	Skills	43
Powers	45	Defenses	12
Advantages	37	**Total**	**213**

* See **Better Mousetrap 3e**

Real Name: Elis Cadwalader

Aliases: Eli Walder

Threat Level: Gamma

Age: 25

Height: 6 feet

Weight: 177 lbs

Native Language: Welsh

Typical Quote: I may not have a band of merry men, but I've got plenty of pointy arrows to shoot you with. Make your choice and put your future in God's hands.

Occupation: Mechanic / Vigilante

Base: Garage Basement

Appearance

Hood is a somewhat handsome young man with a lean, athletic build he covers with a costume reminiscent of Robin Hood's traditional garb from folklore. He wears a double-quiver of arrows (both mundane and "trick") upon his back, and wields a custom compound bow with absolute sureness.

Personality

Elis has a good sense of humor and is generally friendly, but it is often tempered by his understanding of how dark the world can be. He sees the world for what it is, but knows how much better it can be, and that gives him hope and keeps him optimistic.

Powers & Abilities

Hood has especially good eyesight, which is a helpful complement to his natural talent for thrown weapons and the bow. He arms himself with a number of trick arrows he makes himself in his business' basement.

Allies

Hood has previously teamed up with several heroes, British and foreigners alike. He tends to keep his activities local, however, and does not (yet) feel he has what it takes to confront villains on a global stage.

Enemies

Most of Hood's enemies are counted amongst the local gangs and other criminal elements. He has crossed paths with several minor super-villains, however, and many would like some payback over the embarrassment of being defeat by a guy armed only with a bow.

Background

Born to the cheap streets of Wales, Elis was orphaned at an early age when both parents were caught in the crossfire between some corrupt policemen and their drug-dealing contacts. He lived with abusive relatives for a while, but eventually fled back to the streets for refuge, finally ending up in a Protestant-run boy's home.

While staying at this boys home, Elis found structure and discipline under the tutelage of the home's overseer, Reverend Jacob Lanthier. Aside from being the first person in Elis' life to show him genuine caring, Reverend Lanthier gave the boy the gift of spiritual and moral strength by showing him how to find constructive outlets for his frustrations and uncertainties. While other boys found such cathartic release in sports like soccer and basketball, Elis remained somewhat withdrawn and a loner. He found archery suited his quick reflexes, superior eye, and desire for solitude. Throwing himself into the sport, in only a short time the young boy was bringing home a steady stream of competitive trophies.

Aside from archery, Elis became fascinated with history and folklore, unsurprisingly finding a hero and role model in the tales of Robin Hood. Adding this hero worship to the frustration he found in the debasement and squalor he saw every day on the streets surrounding the boys home, Elis' became convinced he would one day have to do something to improve the lot of people like him. He threw himself into his studies, believing that by developing his mind he could find some way to help the community, perhaps by becoming a priest or teacher. All that ended when a bunch of brutes—drugged out of their minds and looking to rob of its gold the chapel attached to the boys home—accidentally killed Reverend Lanthier when he tried to stop them.

Torn by the world's injustices, Elis took up his bow and stormed out of the chapel to find the killers. Using his precise aim and unshakable courage, the youth defeated the gun-toting criminals and left them for the police to find. Much like his legendary hero did in his favorite stories, Elis has taken up the mantle of the bow-wielding crime fighter, Hood. He uses his knowledge and talents for the betterment of his community and the furtherance of justice while assuming the identity of a mere maintenance garage owner by day.

Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate Hood into their game.

To Take From the Rich ...

The local crime families have been unusually aggressive of late, throwing back and forth accusations of breaking treaties and stealing from each other. Things have gotten so bad on the streets that civilians are at risk of getting caught in the crossfire. As it turns out, some pounding of the pavement (and the right thugs' heads) will quickly reveal that, despite the finger pointing, no one has yet stepped forward to take credit for any of the thefts.

The criminals have it wrong: they aren't stealing from each other, but are actually all victims of Hood. He has been turning the stolen monies (which are ill-gotten to begin with) over to local charities and orphanages. As much as the heroes may agree with the noble nature and poetic justice of Hood's activities, all-out war will erupt in the city if something isn't done soon to curb his thievery.

An Arrow, Like Any Other

Someone is killing villains with a bow and arrow, and anyone getting close enough to the arrows used will likely see they were crafted by a bow-wielding friend of theirs, Hood. The possibility of Hood being the killer will be reinforced when a witness comes forward and gives a description of the killer, one matching the vigilante. As it turns out, Hood is being impersonated by a bow-wielding villain, but the heroes won't learn as much until they find and interrogate Hood. After doing so, they must search to uncover evidence to corroborate his story and then unmask the true killer.

Mistaken Identity

One of the heroes' archenemies has framed them for a number of crimes in an area Hood is known to frequent. As such, the bow-toting crime fighter suspects the heroes and has decided to bring them in for questioning. Unfortunately, what should be a relatively easy matter to clear up is complicated by the fact that the heroes were out of the public eye when the crimes took place and are engaged with some bad guys when Hood comes looking for them. This makes it impossible for them to break away to clear their names without dire repercussions. Of course, such an excuse (valid though it may be) is interpreted as guilty reluctance on the heroes' part, so Hood decides to take them in whether they like it or not. Will the matter get cleared up in time or will Hood's insistence at the sharp end of an arrow disrupt the heroes' activities enough to allow the evil they are trying to prevent to come to pass?

Sakyong PL10

Abilities

STRENGTH	1	FIGHTING	9
STAMINA	2	INTELLECT	1
AGILITY	5	AWARENESS	2
DEXTERITY	5	PRESENCE	1



Powers

Vajrayana Geomancy: Array (8 points), Expertise: Theology & Philosophy, Vajrayana Buddhism Check Required (–1 point)

Ley Line Stepping: Teleport 4, Accurate, Medium (Ley Lines), Dynamic • *9 points*

• **Detect Ley Lines:** Senses 5 (Mental; Detect Geomancy Energy, Accurate, Radius, Ranged), Dynamic • *2 points*

Quan To (Student)

Style Extras

Defensive, Esoteric 2, Mystic, Spiritual

Style Flaws

Demanding 4 (28 hours, –2)

Weapon Elements

Unarmed (default), Chain, Staff

Style Stances

Avoiding, Disarming, Fluid, Misleading, Neutral, Reactive, Weapon

Style Advantages

Acrobatic Fighter, Active Disarm, Acrobatic Defense, Assessment, Cunning Fighter, Defensive Attack, Defensive Roll, Defensive Throw, Grab Breaker (Throw), Grabbing Parry, Grappling Knee, Healing Touch (Expertise: Martial Arts), Healing Trance, Hide In Plain Sight, Improved Grab, Improved Joint Lock, Improved Reversal, Instant Up, Inviting Defense, Joint Lock, Martial Defense, Mobile Defense, Monkey Climber, Opposing Style (Si Wang Long Quan), Parkour, Quan To Initiate, Quan To Stances, Quan To Student, Reversal, Ritualist *, Soft Defense, Specialization ** (Expertise: Theology & Philosophy, Vajrayana Buddhism), Sweeping Strike, Trance, Weapon Bind, Weapon Element 2 (Chain, Staff)

* This advantage uses the Expertise: Theology & Philosophy, Vajrayana Buddhism) skill specialization instead of the usual Expertise: Magic skill

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Butterfly Kick (1 pt), Escape (2 pts), Flying Attack (Snap Kick) (2 pts), Jab (2 pts), Push/Shove (3 pts), Roundhouse Punch (3 pts), Scissor Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts), Tornado Kick (2 pts)

Advanced Maneuvers

Calm Defense 4 (4 pts), Chi Sense (1 pt), Deity Yoga (7 pts), Sense Aggression (2 pts), Walk the Sky 2 (1 pt)

Advantages

Connected 2 ** (Criminal Fences, Smugglers), Contacts 2 ** (Criminal Fences, Smugglers), Improved Initiative, Languages (Tibetan), Power Attack, Specialization ** (Athletics, jumping)

Skills

Acrobatics 6 (+11), Athletics 6 (+7), Close Combat: Quan To 3 (+12), Expertise: Geomancy 3 (+4), Expertise: Martial Arts 4 (+5), Expertise: Survival (AWE) 2 (+4), Expertise: Theology & Philosophy (AWE/INT) 5 (+6), Investigation 2 (+3), Perception 5 (+7), Persuasion 1 (+2), Vehicles 1 (+6)

Offense

Initiative +9

Axe Kick +14	Close Damage 3, 19-20, Push Over 2
Butterfly Kick +2	Close Damage 3, Multiattack, Parry & Dodge –2, Push Over 2
Flying Snap Kick +14 ‡	Close Damage 8, 19-20, Empowered Critical 2, Parry –2, Dodge –2, Push Over 3
Jab +16	Close Damage 1
Push/Shove +14	Close Damage 4, Enhanced Knockback 2, Knockback Only, Non-Critical
Quan To Unarmed +14	Close Damage 1
Roundhouse Punch +14	Close Damage 5, 19-20, Empowered Critical, Falter, Parry & Dodge –5
Scissor Kick +12	Close Damage 5, Split, Parry –2, Push Over 2
Snap Kick +14	Close Damage 2, Push Over
Sweep +16 ‡	Close Affliction 6, Parry –5
Throw +12	Grab-Based Close Damage 5, Enhanced Knockback, Grab Breaker, Parry –2; Affliction 4
Tornado Kick +10	Close Damage 7, 19-20, Empowered Critical 2, Knockout 3, Reach, Activation (Move), Parry & Dodge –5, Push Over 4

Unarmed +9 Close Damage 1

‡ May be Limited by PL

Defense

Dodge	11	Fortitude	6
Parry	10	Toughness	3/2 ±
		Will	9

± Without Defensive Roll

Power Points

Style Extras	5	Style Flaws	–4
Basic Man.	23	Adv. Man	15
Abilities	52	Skills	19
Powers	10	Defenses	18
Advantages	45	**Total**	**183**

** See **Better Mousetrap 3e**

Complications

Destiny: Cheri is the Sakyong—Fate has set out a destiny for her that is both great and terrible. No matter how badly she may want to avoid the responsibility, it will always find her.

Geomantic Magic: Sakyong's Vajrayana Geomancy will not function if she is unable to manipulate earth elements or perceive a source of geomantic energy while casting.

Troubled Past: As a former pickpocket, thief, and smuggler, Sakyong has a criminal record. She also has a criminal reputation that perseveres in various parts of the world.

Real Name: Sharon Quinn

Aliases: Cheri Quint

Threat Level: Gamma-A

Age: 25

Height: 5 feet, 8 in.

Weight: 138 lbs

Native Language: English

Typical Quote: I'd offer you the chance to surrender before I kick your ass, but you don't look like the type to give up.

Occupation: Crimefighter / Former Smuggler

Base: Mobile / Shambhala

Appearance

Lovely, pale, toned, and topped with flowing red hair, Cheri is a true Irish beauty. Her combat attire is a rather skimpy, non-restrictive red, gilded costume decorated with various sashes transcribed with Tibetan prayers.

Personality

This hero has cast off much of her previous cynicism and selfishness, but some yet remain. This has left Sakyong somewhat slow to take people at their word until they give her a reason to trust them. Despite her compassion and concern for others, Sakyong's Irish temper remains as fiery as her hair, a fact that enemies have exploited in the past to goad her into being foolhardy.

Powers & Abilities

Sakyong's abilities are all derived from her studies of Shambhala's mysterious martial art, quan to, and Vajrayana geomancy. She continues to expand her knowledge of both, including experimenting with geomancy using her Ritualist advantage.

Allies

This quan to practitioner maintains close ties with the monks of Shambhala. Sakyong has also teamed up with various other super-heroes, especially so-called street-level vigilantes.

Enemies

Sakyong has crossed paths with many villains and criminals, especially martial arts practitioners. Her most common enemy is Jade Dragon (pg 315).

Background

Born in Dublin to a typical, working-class Irish family, Cheri grew up despising the life her parents were able to provide (or, more to the point, unable to provide). As a youth, she frequently got into trouble by illicitly trying to improve her finances, including a few antics that resulted in several brief stints in juvenile group homes. Her parents continued to try their best for their daughter's sake despite her disapproval of the family's lifestyle and means. Still, she remained insistent upon her selfish rebelliousness even beyond their deaths in an automobile accident.

As she got older, Cheri's unlawful activities skipped even further over the line, to the point where she obtained a pilot's license and moved to Eastern Europe where she began operating as a smuggler. Medicine, food, weapons, drugs—you name it and she would transport it for a handy profit. During one such run into Asia, an especially vicious client decided the time had come to terminate his business dealings with the tenacious Irishwoman by hiding a bomb upon her plane. The device detonated as she flew low through Tibet's Himalayas in an attempt to evade Chinese radar. Miraculously, Cheri survived and was found by a party of monks foraging forth from Shambhala.

Cheri was taken to the secret city and nursed back to health. What she saw while there opened her eyes to her own corruption, and the Kulika King expanded her mind even further by informing her she had come to them for a reason. According to Shambhala's ruler, Cheri had been se-

lected by Fate to become the Sakyong, the Earth Protector. This was a role that came along only once every ten generations when a time of great need befalls humanity.

Although Cheri did not fully believe she was destined to become the Sakyong, she undertook studies with Shambhala's monks. She was taught the ways of quan to and the rare mystical art of Vajrayana geomancy, a process that opened her mind and spirit to the path towards enlightenment. After two years of intense training and introspection, Cheri hiked back out of the mountains and returned to the modern world. She became a costumed crime-fighter to continue on her way to enlightenment and atone for her past sins. Since her return, Sakyong has crossed paths with many villains, but only Jade Dragon has continually offered her any trouble, confirming the two as absolute foes and martial rivals.

Despite her degree of enlightenment and training, Sakyong remains somewhat unsure of her supposed role as a protector of the planet. Despite her uncertainty, she has decided that her goal of helping mankind falls into the realm of such pre-destined duties anyway, so she can just go with the flow and see where she ends up.

Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate Sakyong into their game.

To Catch a Dragon

Jade Dragon has been conducting a series of violent raids upon museums, biotech laboratories, and pharmaceutical research facilities the world over. After tabulating all that was stolen, the best minds put on the case have not yet been able to intuit what the villain hopes to gain from her plunder. Although some components may be used for various ends together in the absence of others, no single purpose for them all combined has yet been deciphered. Similarly, none of the known uses for the components are particularly nefarious. Despite the mounting body count Jade Dragon is leaving at the scenes of her ongoing crimes, her intentions remain a mystery.

The heroes will have to find out what the villain's purpose is and stop her before the body count increases (not to mention before she achieves her ultimate goal, which cannot bode well for mankind, no matter what her designs may be). In the process, they will encounter and probably team-up with Sakyong who is likewise tracking her nemesis with the intent of putting an end to her crimes.

Finding Shambhala

A deadly epidemic is spreading across the globe and all attempts to stop (and even slow) it medically have failed. When the heroes are forced to extend their research for a solution into domains that are "outside of the box," they will find hints to a similar illness that ravished the ancient world but was cured by monks from a "hidden city" located in the "roof of the world." This means the heroes will need to get in touch with Sakyong and convince her to take them to Shambhala to retrieve the cure, no easy feat considering all the vows the former will have made against just such a thing. If the Gamemaster wants to introduce even more complications, they can have whoever is responsible for the epidemic try to stop the heroes from contacting Sakyong or from reaching Shambhala.

Out of Control

Sakyong has been on a rampage of late. She has appeared at random locations around the world to inflict great destruction with obviously enhanced geomantic capabilities, only to disappear just as mysteriously after the damage is done. All attempts to communicate with the mystical martial artist have gone unheeded, and all attempts to stop her have failed. When Sakyong appears on the heroes' turf, it falls to them to try their best to stop her.

When the heroes encounter her, Sakyong has appeared out of nowhere in the middle of a busy street and immediately proceeded to destroy everything around her. She will not respond to any attempt to communicate. The martial artist is seemingly overcome with pain and/or rage to such a degree that she can do nothing but lash out with powers well beyond her normal ability.

As it turns out, the Wu Sheng Zhua were somehow able to corrupt a geomancy ritual Sakyong had been conducting. Doing so had the undesired result of opening her mind to the entire planet and all of its pain, especially those inflicted by humanity. This has reduced her to little more than a weapon the planet's geomantic energies are now reflexively controlling and randomly shifting about the world to strike back, much like a body uses antibodies to attack an infection.

Will the heroes uncover this truth and find some way to sever Sakyong's connection to the planet, or will they be left with no other choice but to kill her before her still-growing powers become sufficient to smash entire cities? The Gamemaster should add as many ranks of Impervious Protection and Vajrayana Geomancy (including new, deadly spells) as may be necessary to pose a serious threat to the heroes.

Shadow Boxer PL13

Abilities

STRENGTH	3	FIGHTING	6
STAMINA	3	INTELLECT	0
AGILITY	2	AWARENESS	1
DEXTERITY	2	PRESENCE	0

Powers

Shadow Control: Array (11 points)

Shadowboxing: Close Move Object 10, Damaging, Precise, Reach 5, Feedback, Source (Own Shadow), Dynamic • *12 points*

• **Shadow Blocking:** Close Deflect 10, Reach 5, Feed-

back, Source (Own Shadow), Dynamic • *2 points*

- **Shadow Choke:** Affliction 6 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated), Progressive , Reach 5, Feedback, Source (Own Shadow), Dynamic • *2 points*

Modern Boxing (Master)

Style Flaws

Clumsy Attacks 2 (Grabs, Kicks), Demanding (7 hours, –1), Predictable

Weapon Elements

Unarmed (default)

Style Stances

Avoiding, Blocking, Guarded, Neutral, Power, Pugilist

Style Advantages

Active Disarm, Added Critical (Hook; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), All-Out Attack, Bob and Weave, Close Attack 2, Defensive Attack, Defensive Feint, Defensive Roll 3, Defensive Strike, Empowered Critical (Hook), Follow-Up Strike, Improved Defense, Knockout (Hook), Modern Boxing Initiate, Modern Boxing Master, Modern Boxing Stances, Modern Boxing Student, Power Attack, Pummel (Hook), Quick Strike, Soft Defense, Take the Hit, Takedown, Up In Your Face

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Haymaker (3 pts), Hook (1 pt), Jab (4 pts), Roundhouse Punch (3 pts), Uppercut (5 pts)

Advanced Maneuvers

Awesome Strike 6 (Jab) (1 pt), Riposte 1 (9 pts)

Equipment

Boxing sparring globes

Advantages

Added Critical (Jab; Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Empowered Critical (Jab), Knockout (Jab), Pummel (Haymaker)

Skills

Close Combat: Modern Boxing 2 (+8), Deception 8 (+8), Expertise: Boxer 6 (+6), Expertise: Streetwise (AWE) 3 (+4), Insight 6 (+7), Investigation 2 (+2), Vehicles 1 (+3)

Offense

Initiative +2

Boxing Unarmed +12 **	Close Damage 3/10 *
Haymaker +8	Close Damage 9/16 *, 18-20, Empowered Critical 2, Activation (Move), Parry –5, Push Over 2
Hook +12 **	Close Damage 4/ 11*, 19-20, Added Critical, Empowered Critical, Knockout, Parry –2, Pummel
Jab +14 **	Close Damage 3/10 *
Roundhouse Punch +12 **	Close Damage 7/14 *, 19-20, Empowered Critical, Falter, Parry & Dodge –5
Unarmed +8	Close Damage 3/10 *
Uppercut +8	Close Damage 7/14 *, 18-20, Added Critical (Stun: Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Empowered Critical 2, Activation (Move), Parry & Dodge –2

* Shadowboxing

** May be Limited by PL

Defense

Dodge	7	Fortitude	6
Parry	6	Toughness	8/5 ±
		Will	5

± Without Defensive Roll

Power Points

Style Extras	0	Style Flaws	–4
Basic Man.	16	Adv. Man	10
Abilities	34	Skills	14
Powers	16	Defenses	12
Advantages	31	**Total**	**129**

Complications

Gambler: Brent is addicted to gambling. He has difficulty ignoring it's call when exposed to a situation where gambling is presented as a temptation.

Real Name: Brent Hoyte

Aliases: The Thunder from Down Under

Threat Level: Gamma

Age: 27

Height: 5 feet, 11 in.

Weight: 205 lbs

Native Language: English

Typical Quote: Mate, you'd be surprised how long the arm of justice reaches, especially when balled up into a fist.

Occupation: Crimefighter / youth boxing coach

Base: None

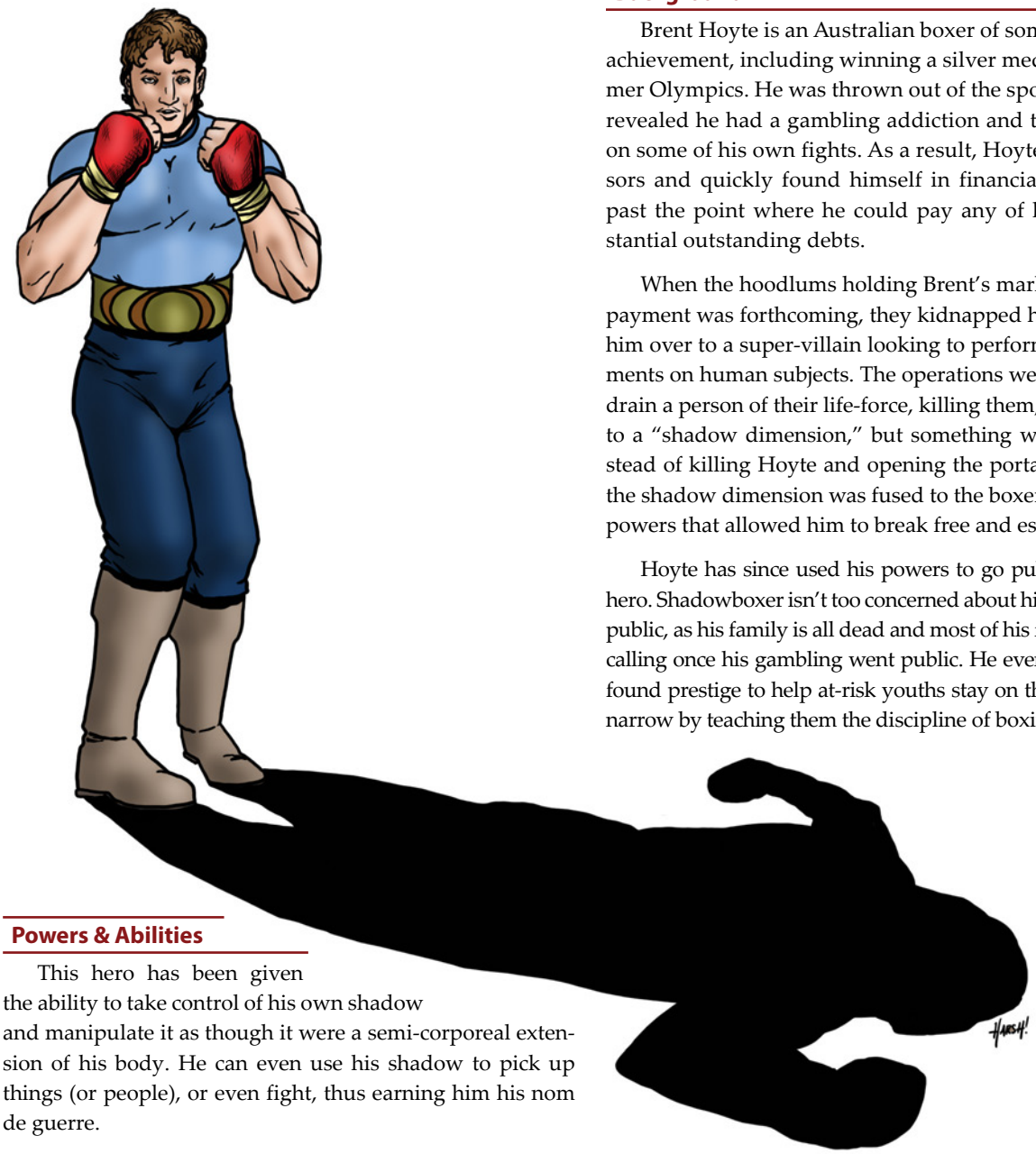
Appearance

In a desire to keep things simple, Shadowboxer usually dresses in common exercise wear and covers his hands in sparring gloves. As his broken nose will attest, he's taken some beatings (in and out of the ring), and the permanent re-

sults on his features make him appear somewhat slow-witted. He keeps himself in fighting trim, resulting in a rather impressive (though not overstated) muscular frame.

Personality

Shadowboxer has hardened himself against many things due to the way everyone in his life withdrew their support once his gambling had him tossed out of boxing. He has become somewhat accustomed to the solitude. He has a kind heart, however, and his strong desire to help others is what led him to becoming a hero. He has a special soft spot in his heart for children and animals, a fact that is quite contradictory to the tough guy persona he usually keeps up as a barrier to protect himself.



Powers & Abilities

This hero has been given the ability to take control of his own shadow and manipulate it as though it were a semi-corporeal extension of his body. He can even use his shadow to pick up things (or people), or even fight, thus earning him his nom de guerre.

Allies

Shadowboxer has been a temporary member of several minor super-hero teams, but doesn't stick around for long. He maintains friendships with them all, however, and also counts a number of solo heroes and vigilantes as allies if not friends.

Enemies

Because of what was done to him, Hoyte has a keen interest in taking down organized crime. Shadowboxer will take on anyone from "connected" number runners and pimps to the people running things from the top. He also puts time aside when he can to hunt down the villain that experimented on him.

Background

Brent Hoyte is an Australian boxer of some renown and achievement, including winning a silver medal at the Summer Olympics. He was thrown out of the sport when it was revealed he had a gambling addiction and that he had bet on some of his own fights. As a result, Hoyte lost his sponsors and quickly found himself in financial trouble, well past the point where he could pay any of his rather substantial outstanding debts.

When the hoodlums holding Brent's marker realized no payment was forthcoming, they kidnapped him and turned him over to a super-villain looking to perform some experiments on human subjects. The operations were supposed to drain a person of their life-force, killing them, to open a gate to a "shadow dimension," but something went wrong. Instead of killing Hoyte and opening the portal, energy from the shadow dimension was fused to the boxer, granting him powers that allowed him to break free and escape.

Hoyte has since used his powers to go public as a super-hero. Shadowboxer isn't too concerned about his identity being public, as his family is all dead and most of his friends stopped calling once his gambling went public. He even uses his new-found prestige to help at-risk youths stay on the straight-and-narrow by teaching them the discipline of boxing.

Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate Shadowboxer into their game.

Out of the Shadows

Someone has managed to steal Shadowboxer's abilities (and shadow!) and are using them to commit crimes. Although Shadowboxer may be able to stand up to super-villains when his powers were intact, his fighting skills alone are now no match for them. As such, he calls upon the heroes to help track down the perpetrator and regain his shadow. Just where this adventure idea goes depends on the Gamemaster's plans for their game, especially with regards to which villains would be capable of such an act and why they would go through the trouble. Could the robberies merely be a test for something far more dire to come, for instance?

Shadows, Shadows Everywhere

After entangling with a super-villain with the ability to manipulate other people's powers, something has gone terribly wrong with Shadowboxer. It seems his ability to manipulate his own semi-corporeal shadow has been turned outwards, animating the shadows of every person and animal near him. Unlike his own shadow, however, Shadowboxer has no control over which other shadows will be animated, nor can he direct them or shut them down once this happens.

Like wild beasts, the animated shadows turn to attack everyone around them, including the people casting them (who are unable to escape, for obvious reasons). The heroes will first need to find a way to contain Shadowboxer and then return his powers to normal.

The Shadows Within

As had originally been intended, Shadowboxer's powers have recently come to fruition and are acting as a portal to the shadow dimension that grants him his abilities. Incapacitated and slowly being drained of life by the process, Shadowboxer's shadow has become a gateway that is allowing dangerous shadow creatures, hungry for life-force, out into the world. Not only will the creatures that have already escaped the shadow dimension need to be found and stopped, but the heroes will also need to find a way to close the gateway before more can get through (not to mention helping Shadowboxer before the gateway drains him of all life).



10. Villains and Foes

What would a sourcebook on martial arts be without new martial arts-oriented villains to face? Along with new and revised villain archetypes and individual bad guys, this chapter includes two fully detailed criminal organization, the Shiryou and the Wu Sheng Zhua. Although you can utilize these foul groups in your game as is, some of the material uses rules presented in **Better Mousetrap 3e**.

Villain Archetypes

Dishonored Samurai

Once a man of honor, this villain has fallen from his daimyo's grace for one reason or another and has been exiled from the kingdom as a result. The love he once bore for his former master has turned to hate, and now this once noble warrior uses his skills to serve his own ends. A master of tactics and martial prowess, the dishonored samurai can be a leader of outcasts and criminal filth or a lone man on the road to tear down all he once held dear.

Although not necessarily evil in a setting where honor and morality can paradoxically be largely interchangeable, at best the Dishonored Samurai will be incredibly cruel and cold following his loss of grace (and possibly before that, as well). He will not be willing to relinquish the power over life and death he wielded as a loyal samurai, and will continue to see himself as far superior and entitled compared to the meager existence of the common man, opinions that will make him overly confident and sometimes driven by ego rather than logic or common sense.

Themes

It is easy to play the Dishonored Samurai as a wandering Warrior-for-Hire or as a dark power lurking at society's boundaries, awaiting an opportunity for revenge. Instead of using this archetype as a convenient enemy or foil, however, they can become a central aspect of the story by giving them a focus and purpose.

Usurper

As the first step to regaining what has been taken from him, the Dishonored Samurai has begun plotting to take over his former master's dominion. Using force of arms, malicious political maneuvering, and/or other insidious techniques such as extortion and blackmail, the Dishonored Samurai will rule the land unless he is stopped and the previous master allowed to retain his power.

Bandit King

After making a kingdom of his own in the wilds, the Dishonored Samurai has given up all desire to regain his honor, instead turning his efforts towards worldly desires and needs. As the "king" of a group of dangerous outlaws, he will continue to carve out a territory for himself and demand all within pay tribute to him, along with what he takes from preying upon the wealth of the land's true ruler. Fear and violence are his greatest tools so the local peasantry may be too terrified of what may happen to them to aid any heroes who come looking to bring the bandit king to justice.

Dark Path to Redemption

Believing that might makes right, the Dishonored Samurai looks to regain his lost honor and status through evil means, such as by slaughtering all his former master's enemies, including the innocent peasants that serve the rival lord. By killing all the rival's lowborn citizenry, the Dishonored Samurai hopes to grant his lord victory through brutal attrition and evil acts and thus return to favor. If someone doesn't defeat the misguided former samurai, the entire land will be ravaged and emptied of its people.

Name Ideas

A Dishonored Samurai can operate under his real name or may assume a pseudonym based on his actions or crimes. Appropriate pseudonyms include descriptions of acts the villain is known for and battles he may have participated in. Other titles could include elements of the warrior's armor and arsenal. Examples include the Crimson Samurai of the Twin Swords; Bow Ching, Master of Shadow Pass; or Jade Samurai.

Classic Bits

Some classic elements associated with the Dishonored Samurai include:

Revenge of the Lover

As it turns out, the Dishonored Samurai wasn't just exiled—he was slain for his crimes. His former lover cannot let that stand, however, and she has recovered his armor and weapons to raise them up in his name in pursuit of revenge.

Righteous Rebel

The Dishonored Samurai was exiled for openly rebelling against his former master because the latter asked the warrior to toss away his honor and the samurai refused. It could just be him on his own or he could still retain control of his lands and people. This would put a small army at the villain's disposal. Although the Dishonored Samurai may have been morally correct to refuse his lord's orders, society's rigid caste system means he is still considered a criminal and rebel.

Tactics

Although a Dishonored Samurai is an accomplished combatant, he is also a capable commander and leader of men. Strategies will foremost entail striking at enemies with his foot soldiers, after which this warrior will take on individual opponents as necessary. Typically, only worthy foes will be challenged to single combat—it is not dignified to cross blades with lesser opponents unless absolutely necessary. Instead, unworthy challenges are struck down from a distance with his bow or beneath the blades of his minions.

Capers

Adventures involving the Dishonored Samurai may include the following:

Invasion

The Dishonored Samurai is no longer content to conduct relatively minor acts of rebellion. Having spent quite some time building his forces, this villain has finally decided to march against his former master to take control of the latter's lands. This means civil war in the region with other lords (as well as the heroes) having to decide who they shall side with.

Awaken the Dark Gods

Having turned entirely away from honor and morality, the Dishonored Samurai has instead embraced some manner of dark and ancient power. Whether serving this dark power is the cause of his exile or if he only came to its worship after he was stripped of honor and title, this warrior now combines foul magic with his martial abilities. The villain is likely capable of several dark magic rituals, but most of his arcane might is likely to be found in an enchanted weapon or the like. Can the heroes get hold of this dark artifact and return it to the ancient vault from which it was taken or is its foul magic forever unleashed upon the world?

Wrongfully Dishonored

The player characters learn that the Dishonored Samurai has been telling the truth all along: he was wrongfully accused of his crimes, either by his own lord seeking to cover up his own crimes or by a rival. Is it too late for the Dishonored Samurai to reclaim his lost honor and regain his former position—has he already committed too many other crimes since being exiled or is there still hope (with the heroes' help)?

See what your worthless honor has purchased you? Death upon my blade.



Dishonored Samurai PL11

Abilities

STRENGTH	4	FIGHTING	6
STAMINA	4	INTELLECT	1
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	2

Jujutsu (Initiate)

Style Extras

Attack Focus 2 (Grab, Throw)

Style Flaws

Demanding (7 hours, –1)

Weapon Elements

Unarmed (default), Sword

Style Stances

Disarming, Disruptive, Grappler, Neutral, Reactive, Throwing

Style Advantages

Defensive Throw, Grabbing Parry, Jujutsu Initiate, Jujutsu Stances, (sword lunge), Reversal, Sweeping Strike, Weapon Element (Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Eye Gouge (8 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Nerve Strike 4 (5 pts), Soft Landing 4 (2 pts)

Kenjutsu (Student)

Style Extras

Attack Focus (Sword)

Style Flaws

Demanding (7 hours, –1), Weapon Dependent

Weapon Elements

Sword (default)

Style Stances

Blocking, Guarded, Low, Neutral, Offensive, Weapon

Style Advantages

Accurate Attack, All-Out Attack, Benefit (Ambidextrous), Armed Grab, Dauntless (Sword Exploding Strike), Guard Weapon, Iaijutsu (sword), Improved Disarm, Kenjutsu Initiate, Kenjutsu Student, Kenjutsu Stances, Move-By Action, Quick Draw, Quick Strike, Takedown, Weapon Bind, Weapon Break

Basic Maneuvers

Basic Sword Attacks (0 pts), Exploding Strike (1 pt), Hammer Blow (1 pt), Lunge (1 pt), Roundhouse Punch (3 pts)

Advanced Maneuvers

Focused Strike 4 (Sword) (5 pts), Riposte 3 (17 pts)

Kyujutsu (Initiate)

Style Extras

Attack Focus (Bow)

Style Flaws

Weapon Dependent

Weapon Elements

Bow (default)

Style Stances

Firing, High, Low, Neutral, Weapon

Style Advantages

Empowered Critical (Basic Bow Attacks), Improved Readiness (Basic Bow Attacks), Kyujutsu Initiate, Kyujutsu Stances

Basic Maneuvers

Basic Bow Attacks (0 pts)

Advanced Maneuvers

Eagle Eye Aim 6 (3 pts), Extreme Distance Shot 1 (Bow) (2 pts)

Equipment

Daikyu, katana, wakizashi, samurai armor

Advantages

Equipment 6, Improved Initiative, Specialization ** (Expertise: Theology & Philosophy, Bushido)

Skills

Acrobatics 2 (+4), Close Combat: Jujutsu 5 (+11), Close Combat: Kenjutsu 7 (+13), Expertise: Bowyer (DEX) 2 (+4), Expertise: Fletcher (DEX) 2 (+4), Expertise: History 4 (+5), Expertise: Riding (AGI) 6 (+8), Expertise: Survival (AWE) 3 (+5), Expertise: Tactics 6 (+7), Insight 6 (+8), Intimidation 6 (+8), Persuasion 4 (+6), Ranged Combat: Kyujutsu 9 (+11), Stealth 2 (+4)

Offense

Initiative +6 (+8 Bow, Grab, Sword, Throw)

Daikyu +2	Ranged Damage 8, 19-20, Empowered Critical, Extended Range
Eye Gouge +7 ±	Close Damage 1, 19-20, Empowered Critical 2; Affliction 4
Jujutsu Katana +11	Close Damage 7, 19–20
Jujutsu Unarmed +11	Close Damage 4
Jujutsu Wakizashi +11	Close Damage 6, 19–20
Katana +6	Close Damage 7, 19–20

Kenjutsu Katana +17	Close Damage 7, 19–20
Kenjutsu Katana Exploding Strike +15	Close Damage 8, 19-20, Enhanced Knockback 2, Parry –2
Kenjutsu Katana Hammer Blow +15	Close Damage 9, 19-20, Parry –2
Kenjutsu Katana Hammer Blow Stun +15	Close Affliction 6, Parry –2
Kenjutsu Katana Lunge +17	Close Damage 8, 19-20, Enhanced Knockback, Reach, Dodge –5
Kenjutsu Katana Roundhouse Punch +17	Close Damage 11, 18-20, Empowered Critical, Falter, Parry & Dodge –5
Kenjutsu Wakizashi +17	Close Damage 6, 19–20
Kenjutsu Wakizashi Exploding Strike +15	Close Damage 7, 19-20, Enhanced Knockback 2, Parry –2
Kenjutsu Wakizashi Hammer Blow +15	Close Damage 8, 19-20, Parry –2
Kenjutsu Wakizashi Hammer Blow Stun +15	Close Affliction 6, Parry –2
Kenjutsu Wakizashi Lunge +17	Close Damage 7, 19-20, Enhanced Knockback, Reach, Dodge –5
Kenjutsu Wakizashi Roundhouse Punch +17	Close Damage 10, 18-20, Empowered Critical, Falter, Parry & Dodge –5
Kyujutsu Daikyu +13	Ranged Damage 8, 19-20, Empowered Critical, Extended Range
Snap Kick +13	Close Damage 5, Push Over
Sweep +13	Close Affliction 6, Parry –5
Throw +11	Grab-Based Close Damage 8, Enhanced Knockback, Parry –2; Affliction 4
Wakizashi +6	Close Damage 6, 19–20
Unarmed +6	Close Damage 4

± Includes the –4 penalty to strike the head

Defense

Dodge	8	Fortitude	8
Parry	7	Toughness	8/4 *
		Will	6

* Without Samurai Armor

Power Points

Style Extras	4	Style Flaws	–6
Basic Man.	20	Adv. Man	34
Abilities	46	Skills	32
Powers	0	Defenses	15
Advantages	36	**Total**	**181**

** See **Better Mousetrap 3e**

Complications

Masterless: A Dishonored Samurai no longer answers to a master. This means they lack the support and standing enjoyed by samurai in service to a lord, relegating them to little more than criminals in the social hierarchy.

Without Honor: This warrior is no longer entirely (if at all) concerned with honor, if not due to their own disillusionment then because society has robbed them of it.

Grandmaster of the Forbidden

A practitioner of malevolent martial arts techniques, the Grandmaster of the Forbidden heads a sect of like-minded warriors and students. He is driven by his own agendas that may coincide with those of allies, but he ultimately works only for himself.

The character is designed for combat and for leading hordes of cannon fodder into the fray. These minions will likely possess some martial arts capabilities mixed with minor arcane abilities, such as minor magic items or weak rituals.

Themes

As presented, the Grandmaster of the Forbidden is a fairly typical evil martial artist who uses others to do their bidding. However, with a bit of tinkering this villain archetype can become so much more than a mere teacher of evil martial artist minions.

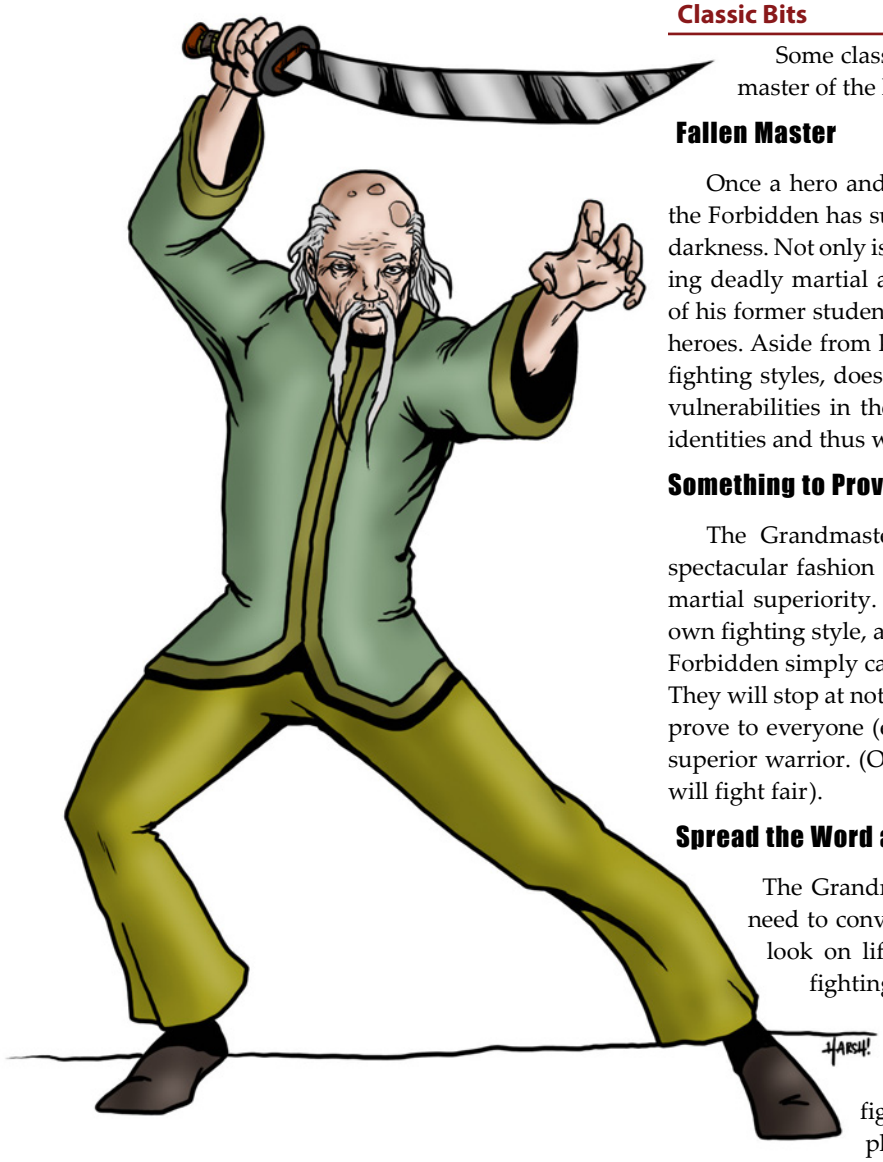
Any variation of this archetype can be modified by adding any of the Minion advantages found in **Better Mousetrap 3e**.

Dark Master

By adding new and deadly techniques, the Grandmaster of the Forbidden can begin to stray from the standard path of his fighting style and begin developing his own. Doing so allows the Gamemaster to introduce something new to their game, including a modified fighting style that is more horrific and nigh-mystical compared to its predecessor. What makes this theme worse than the standard Grandmaster of the Forbidden is that latter requires his students to go out into the world to practice their abilities on the innocent and super-heroes alike so they can better hone their techniques against living targets.

The Undying Evil

The Grandmaster of the Forbidden is a revenant, vampire, or the like who has survived beyond death's veil and now continues on to combine the evil of their fighting style with the abilities of the undead. The character may use the possibility of also becoming undead over his minions as an incentive for them to follow his will, or he could outright turn them, creating an army of undead martial artists.



Remove the character's Stamina add Immunity 30 (Fortitude) and some ranks of Protection to represent the character's undead state. More powers can also be added if the Gamemaster wants the character to possess additional supernatural abilities born of their undead state.

The Secret Master

Despite their title of Grandmaster, the character is not actually the one in charge. Instead, the Grandmaster of the Forbidden serves a greater purpose that is kept secret from the rest of the world—possibly including his own minions. Just who this true master may be can vary from a still more powerful martial artist to a supernatural being held captive in another dimension.

Name Ideas

Most Grandmasters of the Forbidden are not interested in concealing their identities as per a typical super-villain. Instead, they will proudly use their own name and/or a title they feel suits their standing. Some such titles may include Lord of Storms, Killer of Gods, and Master of the Dark Path.

Classic Bits

Some classic elements associated with the Grandmaster of the Forbidden include:

Fallen Master

Once a hero and trainer of heroes, this Grandmaster of the Forbidden has succumbed to temptation and fallen into darkness. Not only is this former trainer of heroes now teaching deadly martial arts to other villains but his knowledge of his former students represents an additional threat to the heroes. Aside from knowing any weaknesses in the heroes' fighting styles, does the fallen master also know about any vulnerabilities in their powers? Does he know their secret identities and thus who their loved ones are?

Something to Prove

The Grandmaster of the Forbidden was defeated in spectacular fashion and will stop at nothing to prove their martial superiority. Whether defeated by a master of their own fighting style, a rival, or a hero, the Grandmaster of the Forbidden simply cannot let go of the shame of their defeat. They will stop at nothing to triumph over this opponent and prove to everyone (especially themselves) that they are the superior warrior. (Of course, this does not mean the villain will fight fair).

Spread the Word and the Way

The Grandmaster of the Forbidden is driven by a need to convert others to his fighting style and outlook on life. This means starting schools for his fighting style (overtly or covertly) with his best students as the primary teachers at each location. By getting increasingly more people to study his dangerous fighting style, and thus subscribe to his philosophies, this villain obtains more servants to do his bidding and work towards his dark goals.

Tactics

When possible, the Grandmaster of the Forbidden will try to prepare an area where the battle is expected. Doing so will include hiding minions where they can leap out and surprise opponents, inflicting damage on their own or serving as a distraction long enough for their master to get in a few good blows. Laying traps is also possible, as is preparing a ritual intended to give the villain the advantage.

When combat must be joined, the Grandmaster of the Forbidden will seek to strike first using stealth or with as powerful a blow as possible (perhaps using Dim Mak, an Awesome Strike, or Skydragon Attack from hiding). Fast, precise strikes will typically follow, often while trying to move back out of their foe's reach or staying close to opponents that prefer long range attacks. Regardless of the specific tactics used, the Grandmaster of the Forbidden will employ every dirty trick in the book and will aim to cause as much damage as possible per strike.

Capers

Adventures involving the Grandmaster of the Forbidden may include the following:

Kill the Quan To!

As part of his insidious designs, the Grandmaster of the Forbidden has ordered his followers to find and slay all practitioners of an opposing fighting style as a way to settle the dispute between the two schools once and for all. In the case of the si wang long quan grandmaster, the targets will be students of quan to, most of which are protected in Shambhala. The Grandmaster of the Forbidden may require the style's more worldly practitioners be tortured first to penetrate the long-held secret of where this ancient kingdom is hidden. As a quan to practitioner, one of the player character heroes (or a close ally) will be targeted, as will anyone seeking to protect them.

The Relic's Secret

Information has come to light regarding an ancient relic said to hold the encoded secret to unlocking a martial technique believed to have been so devastating that it made the gods themselves tremble, forcing mankind to make itself forget it to avoid divine retribution. As someone who already practices a martial art professing dark lore, such prohibitions will not deter the Grandmaster of the Forbidden from plundering museums, slaughtering rival grandmasters that may be protecting the secret's clues, and so on while seeking it out. Allowing the secret technique to be found by the Grandmaster of the Forbidden (or anyone else, for that matter) will bring dark times—such an outcome must be prevented no matter how high the cost.

Proving One's Worth

The world's greatest martial artists have received an anonymous message followed by a list of all the other recipients. The message merely states that the person to kill all others on the list shall be granted the privilege of studying from the Grandmaster of the Forbidden, gaining the benefit of his decades of experience and access to his many secrets. Not only does this not bode well for the people on the list, but if this contest isn't stopped, it will result in an already deadly warrior who has no reservations about killing people for his own benefit gaining even greater malevolent knowledge. The listed martial artists will have to be protected and the Grandmaster of the Forbidden's culling stopped lest the latter's evil be passed on to a new generation.

Grandmaster of the Forbidden PL15

Abilities

STRENGTH	4	FIGHTING	10
STAMINA	3	INTELLECT	0
AGILITY	6	AWARENESS	2
DEXTERITY	6	PRESENCE	0

Si Wang Long Quan (Grandmaster)

Style Extras

Aggressive, Attack Focus 2 (Claw Strike, Li Zhao), Mystic

Style Flaws

Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements

Unarmed (default), Li Zhao, Polearm, Staff, Sword

Style Stances

Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages

Acrobatic Fighter, Added Critical (Knife Hand; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Aggressive Escape (Basic Unarmed), All Out Attack, Counterstrike, Dauntless 2 (Claw Strike, Knife Hand), Devastating Hold, Empowered Critical (Claw Strike), Finish Them, First Strike, Follow-Up Strike, Improved Critical (Claw Strike), Improved Disabling (Claw Strike), Improved Grab, Instant Up, Living Weapon (Claw Strike), Martial Defense, Neck Breaker, Offensive Defense, Opposing Style (Quan To), Power Attack, Quick Strike, Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Master, Si Wang Long Quan Stances, Si Wang Long Quan Student, Takedown, Trance, Warrior's Trance, Weapon Elements 4 (Li Zhao, Polearm, Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Butterfly Kick (3 pt), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Dual Punch (2 pts), Elbow Strike (5 pts), Exploding Strike (1 pt), Flying Attack (Claw Strike) (2 pts), Flying Attack (Roundhouse Kick) (2 pts), Knife Hand (1 pt), Lunge (1 pt), Rabbit Punch (8 pts), Roundhouse Kick (5 pts), Uppercut (5 pts)

Advanced Maneuvers

Awesome Strike 9 (Claw Strike) (2 pts), Chi Sense (1 pt), Cobra Strike 3 (9 pts), Dim Mak 4 (17 pts), Flurry 2 (Si Wang

Your conscience is commendable, if naïve. If only you knew the power that is yours to unlock if you are willing to take it!

Long Quan Close Attacks) (3 pts), Lightning Strike (3 pts), Skydragon Attack 6 (3 pts), Walk the Sky 2 (1 pt)

Equipment

Li zhao, sword

Advantages

Agile Feint, Assessment, Benefit (Si Wang Long Quan Grandmaster), Defensive Roll 4, Equipment 2, Improved Initiative

Skills

Acrobatics 10 (+16), Close Combat: Si Wang Long Quan 6 (+16), Expertise: Magic 6 (+6), Expertise: Si Wang Long Quan 12 (+12), Insight 8 (10), Intimidation 10 (+10), Perception 8 (+10), Sleight of Hand 10 (+16), Stealth 10 (+16)

Offense

Initiative +10 (+12 Claw Strike, Li Zhao)

Awesome Claw Strike +20	Close Damage 14, 18-20, Penetrating, Side-Effect 2
Butterfly Kick +16	Close Damage 4, Multiattack, Parry & Dodge –2, Push Over 2
Claw Strike +20	Close Damage 5, 18-20, Dauntless, Empowered Critical, Improved Disabling, Penetrating
Cobra Strike +18	Close Damage 3 (Fortitude), Drawn Out **
Crescent Kick, Inward +18	Close Damage 5, Parry +6, Dodge –2
Crescent Kick, Inward +18	Close Damage 5, +4 to Disarm
Crescent Kick, Inward +18	Close Damage 5, Grab Breaker
Dim Mak +18	Close Affliction 4, Progressive, Reversible
Dual Punch +16	Close Damage 6, 18-20, Empowered Critical, Parry –5
Elbow Strike +18	Close Damage 4, Grab Breaker
Exploding Strike +16	Close Damage 5, Enhanced Knockback 2, Parry –2
Flying Claw Strike +20	Close Damage 11, 17-20, Empowered Critical 2, Penetrating, Parry & Dodge –2, Push Over 2
Flying Roundhouse Kick +18	Close Damage 10, 18-20, Empowered Critical 2, Enhanced Knockback, Parry –2, Dodge –5, Push Over 2
Knife Hand +16	Close Damage 5, Dauntless, Empowered Critical
Li Zhao +10	Close Damage 6, 19-20, Reluctant 2
Lunge +18	Close Damage 5, Enhanced Knockback, Reach, Dodge –5
Rabbit Punch +14	Close Damage 4, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4
Roundhouse Kick +18	Close Damage 4, 19-20, Enhanced Knockback, Dodge –2
Si Wang Long Quan Li Zhao +20	Close Damage 6, 19-20, Reluctant 2
Si Wang Long Quan Sword +18	Close Damage 7, 19-20
Si Wang Long Quan Unarmed +20	Close Damage 4
Sword +10	Close Damage 7, 19-20
Unarmed +10	Close Damage 4
Uppercut +14	Close Damage 8, 18-20, Added Critical (Paralyze: Affliction 0 (Resisted by Fortitude; Hindered, Immobilized, Paralyzed)), Empowered Critical 2, Activation (Move), Parry & Dodge –2

Defense

Dodge	13/11 ‡	Fortitude	8
Parry	13/11 ‡	Toughness	7/3 *
		Will	14

* Without Defensive Roll

‡ While practicing si wang long quan

Power Points

Style Extras	4	Style Flaws	–7
Basic Man.	47	Adv. Man	39
Abilities	62	Skills	40
Powers	0	Defenses	27
Advantages	45	**Total**	**257**

** See **Better Mousetrap 3e**

Complications

To Be the Best: A Grandmaster of the Forbidden is often driven by a thirst for power. This means they are constantly seeking to defeat other martial artists, both to practice their skill and prove they are the better fighter.

To Know the Forbidden: Obtaining forbidden knowledge makes the character stronger, so they pursue it with an unslakable thirst.

Master Assassin

Although most of the world believes the Hashishin have long since died out, the truth is these assassins have disappeared into the shadows, emerging in the modern world behind a façade of legitimacy, obfuscation, and secrets. These killers-for-hire are commanded by the Master Assassin and his brethren: men that have climbed through the ranks upon their many victims' piled corpses—a testament to their deadliness.

A wielder of both blade and thought, the Master Assassin is as skilled at plotting and politics as he is with his hands

and knife. He keeps the ancient arts and skills of janna alive and strong. Possessing a strong, prominent position within the order, the Master Assassin is very experienced and has skillfully killed a frighteningly high amount of people. He has survived both by truly being a masterful killer and also someone who does not often underestimate his opponents.

Themes

The Master Assassin is a fairly deadly martial artist with a focus on killing attacks. The character is fairly straightforward as presented, but it is possible to shake things up by adding more abilities and mystery to the mix.

Any variation of this archetype can be modified by adding any of the Minion advantages found in **Better Mousetrap 3e**.

Arcane Assassin

It turns out all the legends regarding the Janna are true and they actually do possess preternatural abilities. The Master Assassin is a practitioner of Mythic Janna, granting him supernatural martial abilities (as well as an addiction to hashish).

The Immortal Killer

Likely also a Mythic Janna practitioner, the Master Assassin long ago surpassed all others and developed new fighting techniques and abilities. The most notable of these capabilities was finding a way to use mysticism to stop himself from aging. Immortal, the Master Assassin has lived for centuries (if not millennia), pursuing his mysterious objectives with the patience only someone who cannot die by normal means can possess.

Filling a Role

The Master Assassin claims to be (perhaps truly) the reincarnation of Hassan-i Sabbah, the order's founder, and is looking to reclaim his lost glory. Many other assassins have answered his call, taking him at his word and desiring to serve the first of the order's masters.

New Take on Old Ways

An exile from the Hashishin order, the Master Assassin has begun a new brotherhood of assassin to rival the old. However, his followers embrace technology and cybernetics, transforming themselves into bionic assassins that rely upon their tech as much as their martial skill to get the job done.

Name Ideas

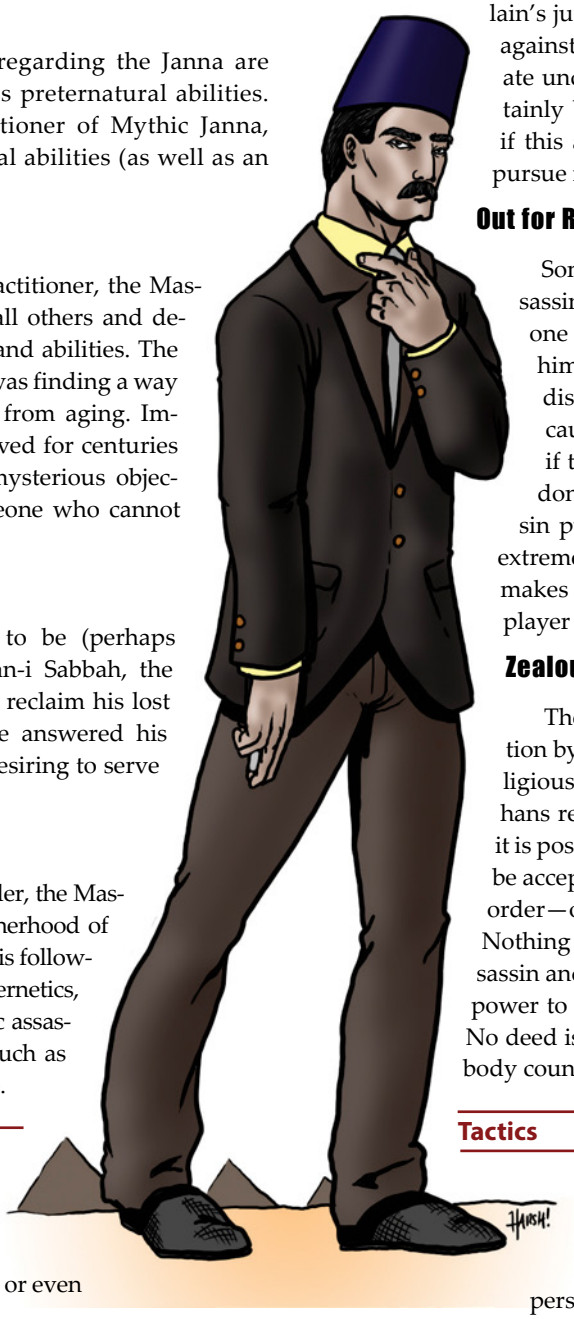
Hashishan assassins know each other by their true names, although they are also given a name that is used among outsiders or even themselves as a sign of respect. This name typically exemplifies what is best known regarding the assassin, be it something about his fighting techniques, his preferred means of killing, or something that represents a key event the assassin took part in or a characteristic associated with them. Some examples include Silent Wind, Moon Dagger, Guardian of the Cliffs, Walker of Clouds, and Poisoned Sleep.

Classic Bits

Some classic elements associated with the Master Assassin include:

Killer with a Cause

The Master Assassin either joined the order or to pursue some manner of agenda, or has taken on such a goal after joining. Either way, this reason clouds the villain's judgment and almost certainly goes against the precept the Hashishan's operate under. The Master Assassin will certainly be reprimanded, exiled, or worse if this agenda is discovered, so he must pursue it in secret.



Out for Revenge

Someone has done the Master Assassin great wrong, perhaps foiling one too many of his missions, besting him in personal combat, or otherwise dishonoring him. Regardless of the cause, that person must be dealt with if this villain is to set right what was done to him. Having a Master Assassin pursuing a vendetta against one is extremely hazardous, to say the least, and makes a great reoccurring plot point for player character heroes.

Zealous Killer

The Master Assassin is driven to action by his zealousness. This could be religious zealotry—most modern Hashishans remain devotees of Islam, although it is possible for members of other faiths to be accepted so long as they are loyal to the order—or to the Hashishans themselves. Nothing will stand between the Master Assassin and his desire to do everything in his power to advance the cause of his zealotry. No deed is too violent or despicable, and no body count is too high.

Tactics

The Master Assassin is trained in a number of killing techniques, ranging from poisoning to directly slaying his target in personal combat. This trained killer

True that you must die by my blade but, Allah willing,
you will find paradise upon its edge.

will use whatever methods best serve the situation and have the least risk of failure. In a fight, a Master Assassin is likely to bide his time, going on the defensive until an opportunity presents itself to deliver a precise strike that will weaken his opponent or kill him outright. This villain is patient enough to wait for the right moment for the optimum attack in any given situation, so it is difficult to get them to rush their judgment or act impulsively.

Capers

Adventures involving the Master Assassin may include the following:

The New Old Man of the Mountain

Having done away with all rivals using treachery and guile, the Master Assassin has declared himself the Old Man of the Mountain (the traditional title for the Hashishin's leader). He now looks to bring the assassins out of the darkness and into a more active role in the world. Using legitimate businesses to move and communicate around the globe, the Hashishin are making it known their services are available to anyone who can afford them (and whose goals don't conflict with the order's own mysterious agendas), be they tyrant, businessman, or private citizen. This makes the world a much deadlier place to live in.

Such a Master Assassin will have many minions (see pg 343 for game statistics on such Hashishins), with an appropriate selection of Minion advantages from **Better Mousetrap 3e** to make these killers all the more deadly.

To Kill the Unkillable

A super-villain, wholly frustrated by his continuing failure to do away with his nemesis, has chosen to outsource his revenge by opening a contract for an outsider to take on the job. This foe is a well-known, extremely powerful and difficult to kill super hero who always manages to thwart the super-villain's plots. Although the amount of money (or value of another incentive) itself makes the job worthy of the Master Assassin's notice, it is the prestige and business that would also come with completing such a daunting task that is too much to pass up. As part of his plan, the Master Assassin sets out to find a way to kill the hero, a project the target is either unaware of or unable to prevent due to the nature of his vulnerability, and so it falls to allies to come to his rescue.

Lord of Drugs and Death

As an aspect of adapting to the modern era, the Master Assassin has added drug cartel to the list of services undertaken by the Hashishin order. Using this illegal, worldwide currency to amass money and power, the villain has entrenched himself and his brethren in the global power structure, a fact that enables them to exert greater political and economic power than any of their predecessors. This scenario is especially appropriate if utilizing the drug-using alternative assassins, in which case hashish will be at the top of the order's list of illicit products, for the sake of their own use as well as for sale.

Master Assassin PL11

Abilities

STRENGTH	3	FIGHTING	9
STAMINA	3	INTELLECT	3
AGILITY	4	AWARENESS	2
DEXTERITY	4	PRESENCE	2

Janna (Master)

Style Extras

Attack Focus (Dagger/Knife), Esoteric 2

Style Flaws

Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements

Unarmed (default), Dagger/Knife, Sword

Style Stances

Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon

Style Advantages

Accurate Attack, Ambush, Assessment, Attack Specialist (Dagger/Knife), Chokehold, Dauntless 2 (Dagger/Knife, Knife Hand), Deceptive Stance 2, Daze (Deception), Finish Them, Follow-Up Strike, Guard Weapon, Improved Disabling 2 (Dagger/Knife), Improved Grab, Improved Joint Lock, Improved Tricking, Janna Initiate, Janna Master, Janna Stances, Janna Student, Joint Lock, Lie in Wait, Living Weapon (Knife Hand), Martial Defense, Neck Breaker, Offensive Defense, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Specialization 3 *(Deception, disguise; Expertise: Psychology, behavior; Expertise: Tactics, assassination), Sneak Attack *, Startle, Trance, Warrior's Trance, Weapon Element 2 (Dagger/Knife, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (4 pts), Eye Gouge (8 pts), Hammer Blow (1 pt), Headbutt (6 pts), Knee Strike (2 pts), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers

Deep Cut 6 (Dagger/Knife) (4 pts), Combat Concealment (3 pts), Eagle Eye Aim 6 (3 pts)

Equipment

At least eight knives concealed on his person

Advantages

Benefit (Ambidextrous), Connected 4 * (Black Market, Business, Hired Killers, Politics), Contacts 4 * (Black Market, Business, Hired Killers, Politics), Equipment 7, Throwing Mastery 4

Skills

Athletics 6 (+9), Close Combat: Janna 6 (+15), Deception 8 (+10), Expertise: Psychology 8 (+11), Expertise: Survival (AWE) 6 (+8), Expertise: Tactics 10 (+13), Insight 8 (+10), Intimidation 4 (+6), Investigation 6 (+9), Sleight of Hand 8 (+12), Stealth 10 (+14)

Offense

Initiative +4 (+8 Dagger/Knife)

Claw Strike +17	Close Damage 4, 19-20, Penetrating
Dagger/Knife +9	Close Damage 4, 19-20, Dauntless 2, Improved Disabling 2, Parry +1
Dagger/Knife, Thrown +4	Ranged Damage 8, 19-20, Dauntless 2
Elbow Strike +17	Close Damage 3, Grab Breaker
Eye Gouge +13 **	Close Damage 1, 19-20, Empowered Critical 2; Affliction 4
Hammer Blow +15	Close Damage 5, Parry –2
Hammer Blow Stun +15	Close Affliction 6, Parry –2
Headbutt +15	Close Damage 3, 17-20, Parry –2; Affliction 6
Janna Dagger/Knife +19	Close Damage 4, 19-20, Dauntless 2, Penetrating 4
Janna Dagger/Knife, Thrown +8	Ranged Damage 8, 19-20, Dauntless 2, Improved Disabling 2, Parry +1, Penetrating 6
Janna Unarmed +17	Close Damage 3
Knee Strike +15	Close Damage 4, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +15	Close Damage 4, Empowered Critical
Snap Kick +19	Close Damage 4, Push Over
Unarmed +9	Close Damage 3

** Includes the –4 penalty to strike the head

Defense

Dodge	10	Fortitude	10
Parry	10	Toughness	3
		Will	8

Power Points

Style Extras	3	Style Flaws	–6
Basic Man.	27	Adv. Man	10
Abilities	60	Skills	40
Powers	0	Defenses	20
Advantages	60	**Total**	**214**

* See **Better Mousetrap 3e**

Complications

One of Us: The Master Assassin is beholden to his fellow Hashishins. Despite being of a high rank, the character must still follow orders and the order's code of conduct.

Ninja Clan Leader

A deadly warrior of silence and shadow, the Ninja Clan Leader has received exceptional training in stealth, murder, and espionage. So skilled at subterfuge is the Ninja Clan Leader that most of his targets don't even realize he is nearby, waiting to kill them, until it's too late. Those that do somehow get wise to this canny killer's presence do so with little hope of bettering the assassin in close-quarters or at range.

As leader of a ninja clan, this deadliest of shadow warriors will have a bevy of deadly, stealthy minions to follow his commands. The Gamemaster may want to add the Minion advantage to the game statistics provided here. Also, Minion advantages from **Better Mousetrap 3e** will emphasize the Ninja Clan's Leader's ability to command and inspire his clan members.

Themes

One of the important aspects to note about the Ninja Clan Leader is that they control a large group of deadly and silent shadow warriors. This means that, despite being a capable fighter in his own right, it is important to define the nature of their ninja clan to determine their goals, how they will react to their enemies' actions, and what (if any) secret powers may be working on them behind the scenes.

Any variation of this archetype can be modified by adding any of the Minion advantages found in **Better Mousetrap 3e**.

Living Myths

The Ninja Clan Leader and his assassins are mostly thought of as some manner of Boogie Men that exist as nothing more than rumors and tall tales. Still, few dare speak their name louder than a whisper for fear that the stories are true. Their feats are as legendary as they are horrible, and the possibility that they are real and able to act while still being mostly considered nothing more than a story says more about their deadly skills than any myth ever could.

Sanctioned Killers

The ninja clan and its leader are official agents of a large, substantial corporation with strong ties to the government

or are direct operatives of the government itself. This means most of what they do will be supported by massive amounts of funding and will have the indirect (if not direct) support of very powerful people in positions of great influence. Such a Ninja Clan Leader will be especially dangerous because going after them will also mean taking on the people that support them.

Renegade Clan

The Ninja Clan Leader has been cast out from his original clan and has started one of his own. Ninjas of his former clan who are loyal to him have followed because they believe as he does, leading to a schism. Just what it is that drove this villain from his former clan is up to the Gamemaster: was he performing unsanctioned work on the side? Was he disobeying orders to pursue his own agenda or perhaps even that of the ninja clan but in an unapproved manner? Whatever the cause, the renegade clan and its leader now count their former peers as enemies.

Name Ideas

A Ninja Clan Leader will likely go to great lengths to keep his identity a secret from the outside world, and probably even all but the highest ranks of his own ninja clan. It is possible this ninja master will forego a name altogether, being recognized only as "the Master" or the like. Otherwise, a Ninja Clan Leader will likely stick to a mysterious name that gives little away about who he is or what he is capable of, instead sticking to the obvious facts such as what he looks like. For example, a Ninja Clan Leader who dresses all in a dark, blood red could be named the Crimson Shadow whereas one that wears a taloned gauntlet may only be known as Iron Claw.

Classic Bits

Some classic elements associated with the Ninja Clan Leader include:

Ghost Ninja

The Ninja Clan Leader was killed, either recently or long ago. Such is his devotion to his clan, however, that this villain continues to fight and kill on its behalf from beyond the grave. Whether the ninja's spirit is free to act as it wants or is slaved to someone else's will is up to the Gamemaster to decide.

Demonic Ninja

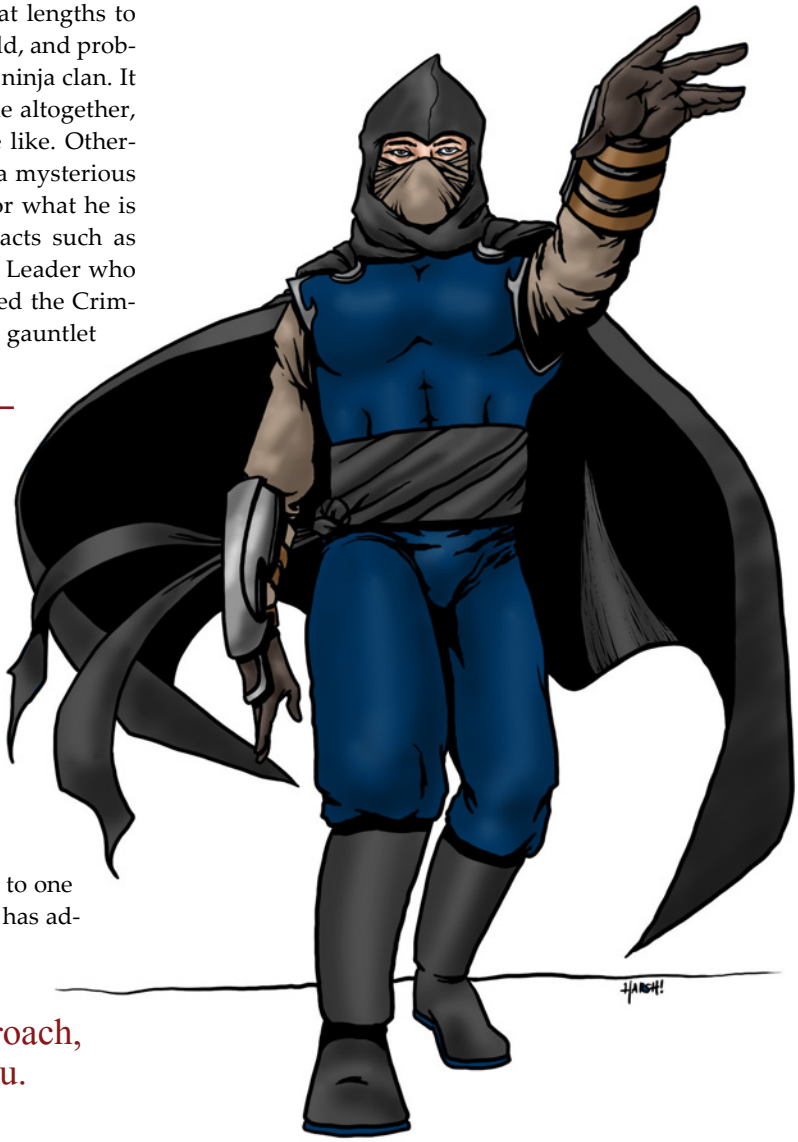
Whether he is a full demon or sold his soul to one to gain demonic power, the Ninja Clan Leader has additional abilities granted by Dark Powers.

Returned from the Dead

The Ninja Clan Leader is actually a ghost who continues to act on his clan's behalf, or perhaps his entire clan is likewise comprised of specters. The character is a demon or is possessed by such a creature, granting him exceptional abilities that combine supernatural powers with superior combat training.

Tactics

The shadows are where most of a ninja's work is performed, and a Ninja Clan Leader is no exception; indeed, they are the example others follow. Traps, obfuscation, distraction, trickery, and stealth are this silent killer's greatest tools, meaning they will rarely attack an opponent head on. Instead, they will divert attention and attack a foe's turned back, sneak up behind a target and slit their throat, or draw attention to themselves to lead the target into an ambush or similar trap. Their fighting tactics are similar in so far as they will deceive enemies into believing they have left themselves



You won't see or hear its approach, but death is coming for you.

vulnerable to mislead their opponent into opening their own defenses. Ultimately, however, the most favored tactic of a Ninja Clan Leader is to employ a strategy that leaves their target entirely unaware of their presence right up to the point of their death.

Capers

Adventures involving the Ninja Clan Leader may include the following:

The Sun Rising in Darkness

Someone such as a person of power within the Japanese government or a Japanese super-villain has tasked the Ninja Clan Leader with carrying out an agenda to return their once-great nation to its former glory. To this end, the Ninja Clan Leader will have his assassins conduct politically- and economically-motivated murder, blackmail, extortion, and the like around the world for the purpose of increasing their employer's influence. If steps aren't taken to counter these maneuverings, the unscrupulous power behind the clan will have their way and gain a foothold in the world's foremost power maneuvers.

The Hunt

For several months, heroes the world over have been disappearing, never to be heard from again, and the player characters are next on the list. Somehow, somewhere, they are rendered unconscious and when they awake they find themselves facing an Asian man who informs them they've been captured and taken to a remote location. Here, they are told, they are to be hunted by teams of ninjas, each of which is sponsored, respectively, by a client who wins money for every kill one of his team scores against the prey. And yes, the heroes are the prey and any super-powers they have will have somehow been negated. If they manage to escape the playing field's boundaries (a remote island, miles of secluded caverns, etc.) the man assures the heroes they'll be free to leave.

This game is conducted by the Ninja Clan Leader who will only involve himself personally if it seems the heroes will manage to escape (an eventuality he cannot afford to allow, no matter what was promised). He will also act directly if his hidden base of operations within the event's boundaries is found and invaded by the prey.

Open Tryouts

Realizing that falling behind the times will likely see the end of his clan, the Ninja Clan Leader is breaking with centuries of tradition by opening membership to anyone, Japanese or not, who can prove themselves worthy. The initial process involves approaching anyone who meets the criteria and may be looking for a grander purpose than their current activities, meaning everyone from notorious hitmen to the lowest street thug of both the West and East will be asked to try out to begin training. Heroes operating in such circles will start to notice the number of local killers and criminal muscle beginning to wane, and months later will also take note of a dramatic rise in ninja activity unless they can find the training camp(s) and disrupt the tryouts before the process is completed.

Ninja Clan Leader PL12

Abilities

STRENGTH	2	FIGHTING	10
STAMINA	3	INTELLECT	2
AGILITY	5	AWARENESS	3
DEXTERITY	5	PRESENCE	2

Mystic Ninjutsu (Grandmaster)

Style Extras

Esoteric

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances

Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages

Ambush, Chokehold, Deceptive Attack 2 (Basic Knife Attack, Knife Hand), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Knife Hand, Snap Kick), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjitsu Initiate, Mystic Ninjitsu Master, Mystic Ninjitsu Stances, Mystic Ninjitsu Student, Neckbreaker, Parkour, Sneak Attack *, Startle, Takedown, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Ear Shot (9 pts), Elbow Strike (3 pts), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Blinding Strike 3 (3 pts), Eagle Eye Aim 2 (1 pt), Mystic Invisibility (2 pts), Nerve Strike 2 (3 pts), Phantom Path (8 pts), Shadow Stepping 3 (3 pts), Tree Stepping 1 (3 pts)

Equipment

Climbing gear, black camouflage suit, nekode, ninja-to, shuko, shuriken

Advantages

Benefit (Mystic Ninjutsu Grandmaster), Equipment 5, Favored Conditions (Concealed in Darkness), Improved Initiative, Jack-of-all-Trades, Ranged Attack 5, Specialization * (Technology, security), Throwing Mastery 2

Skills

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Mystic Ninjutsu 4 (+14), Deception 6 (+8), Expertise: Survival (AWE) 5 (+8), Expertise: Tactics 6 (+8), Expertise: Theology & Philosophy (AWE/INT) 4 (+7/+6), Intimidation 7 (+9), Perception 7 (+10), Sleight of Hand 8 (+13), Stealth 9 (+14), Technology 4 (+6)

Offense

Initiative +9

Blinding Strike +16	Cumulative Affliction 3
Ear Shot +12 **	Close Damage 1; Affliction 4; Affliction 4
Elbow Strike +16	Close Damage 2, Grab Breaker
Jump Kick +14	Close Damage 6, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4
Knee Strike +14	Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +14	Close Damage 6, Empowered Critical
Ninja-To +10	Close Damage 4
Ninjutsu Ninja-To +16	Close Damage 4
Ninjutsu Shuko +16	Close Damage 1
Ninjutsu Unarmed +16	Close Damage 2
Roundhouse Kick, Full +14	Close Damage 5, Empowered Critical 2, Parry–2
Shuko +10	Close Damage 1
Shuriken +10	Ranged Damage 1, Multiattack
Snap Kick +18	Close Damage 6, Push Over
Sweep +18	Close Affliction 6, Parry –5
Throw +14	Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +10	Close Damage 2

** Includes the –4 penalty to strike the head

Defense

Dodge	12	Fortitude	8
Parry	12	Toughness	3
		Will	7

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	26	Adv. Man	25
Abilities	64	Skills	38
Powers	0	Defenses	18
Advantages	49	**Total**	**218**

* See **Better Mousetrap 3e**

Complications

Shadow Warrior: The ninja must maintain the utmost secrecy about themselves to remain effective. This means playing everything close to the chest by not revealing much about one's identity or true feelings. This can make getting close to people difficult because keeping secrets is ingrained into their being.

Warlock of Fist and Foot

A follower of malevolent martial arts techniques and dark magic, the Warlock of Fist and Foot has trained his body, mind, and soul to a razor's edge. Unfortunately, he has also cut open wounds in all three of these aspects of himself and allowed corruption to seep in. This villain combines evil magic with martial expertise for deadly and malicious purposes, no matter the cost to others (and often even to themselves).

The Warlock of Fist and Foot's goals and desires can be varied, although they are always malevolent and foul. For example, this sorcerous warrior's evil goals may include the desire to expand their power base, increase their mystic knowledge, acquire arcane lore and artifacts, and attain immortality through a combination of forbidden magic and ignoble martial prowess. Just what purpose these villains pursue is up to the Gamemaster, but dark magic and evil deeds without remorse will always be involved.

Themes

Perhaps the easiest way to add diversity to a Warlock of Fist and Foot is to expand their mystic repertoire. As it stands, this villain has few directly arcane powers, although their Ritualist advantage makes it possible to immediately expand on these capabilities. Adding new magic powers not only pushes up the character's capabilities but can be used to further define the character by choosing abilities that follow a specific theme.

Master of Darkness

To this Warlock of Fist and Foot, the pitch black of night and other forms of darkness is a very real, tangible thing. His magic can manipulate and control the blackness to do as he sees fit. The character could support his own abilities by adding those of minions—creatures made of pure darkness, conjured by his magic.

Master of Souls

This nasty villain's powers are bolstered (if not fueled) by the souls of his vanquished foes. When this Warlock of Fist and Foot slays an opponent, he absorbs their soul and uses it to increase his own power. This is typically done by creating a variable that is limited to enhancing existing powers and functions only after killing someone. Furthering this theme, it is possible this evil sorcerer warrior also absorbs some of the memories (and perhaps even skills) of victims whose souls he absorbs.

Master of Spirits

The Warlock of Fist and Foot controls the dead, merely in the form of their spirits or perhaps he can outright conjure and control other forms of undead, such as zombies. It is possible this villain has no living minions, instead opting to only surround himself with spirits and the power they gain from what exists beyond life. These spirits could pass on power to their master or they could be limited to acting as intangible servants.

Name Ideas

A Warlock of Fist and Foot may choose a pseudonym appropriate to their actions or goals, or they may seek to glorify themselves in their foul deeds, using their true name. If a pseudonym is selected, it is usually a combination of some title that attributes a status to themselves they feel is deserved and a reflection of their abilities or goals. Either way, the name will likely seek to intimidate and inspire fear. For example, a Warlock of Fist and Foot who seeks to conquer may refer to themselves as Lord Something-or-Other whereas a villain known for using dark magic that controls the air itself may be known as the Master of Winds.

Classic Bits

Some classic elements associated with the Warlock of Fist and Foot include:



The Warlock of Fist and Foot is undead; remove the Constitution score and add Immunity 30 (Fortitude). As a grandmaster, the character can also create new advanced maneuvers and add them to his fighting style, as the Gamemaster feels is suitable. He has bargained his soul to demonic forces and thus acquired a degree of their powers and might.

Tactics

These warrior wizards combine the use of magic with their martial arts in a fight. If they have time, they will typically use Ritualist to buff themselves up in some manner (e.g., adding protection, increasing a power's potency, making themselves stronger or faster) or to build a trap or similar surprise for their opponent. They will then mix physical attacks with those of magic, as the opportunity presents itself. They may close with a weakened foe to land deadly strikes, for instance, while using their magic to keep their target's allies at bay.

Capers

Adventures involving the Warlock of Fist and Foot may include the following:

Tournament of Champions

The Warlock of Fist and Foot has announced a martial arts tournament to take place at a secluded, virtually inescapable location. Using deception to lure the world's best fighters to the event, the true goal is to cull his guests until only one combatant remains. This warrior will be granted the privilege of leading the warrior wizard's army of foul creatures and corrupt soldiers into battle against the rest of the world. Of course, it's possible the victor will turn down this gift, including the martial and sorcerous knowledge that comes with it, but doing so would damn his soul for eternity unless he could somehow escape (or, better yet, defeat his host).

Dark Apprentice

As a variation of the Tournament of Champions scenario, the Warlock of Fist and Foot has openly declared that he shall be accepting one new apprentice upon whom to pass his vast knowledge. This student will be selected by of a tournament to the death, thus culling the weak until only the most worthy (and deadly) participant remains. It is in the heroes' best interest to find where this is taking place and somehow prevent it before someone who is already extremely dangerous is gifted with even greater dark, forbidden power.

To Live Forever!

Everything in the Warlock of Fist and Foot's life has been building towards one thing: the pursuit of immortality,

by any means necessary. Indeed, this is one of the more common reasons for such cads to pursue both martial arts and sorcery. They hope that within the mysteries of either or both will be found the key to unlocking this lost secret of the gods.

In this villain's case, it would seem that this objective may finally come to pass.

By refining his chi, accumulating a sufficient number of potent arcane relics, and/or as the result of deals struck with other-worldly powers, the Warlock of Fist and Foot is on the verge of becoming immortal. This is an unacceptable state that would allow him to terrorize mankind for eternity unless he is stopped before the ultimate answer reveals itself.

Warlock of Fist and Foot PL11

Abilities

STRENGTH	1	FIGHTING	7
STAMINA	2	INTELLECT	3
AGILITY	2	AWARENESS	5
DEXTERITY	2	PRESENCE	2

Powers

Chi Lightning: Ranged Damage 6, Contagious • *18 points*

Chi Magic: Array (4 points)

Heal Self: Regeneration 4, Sustained, Dynamic • *5 points*

- **Bolster Self:** Enhanced Stamina 2, Dynamic • *2 point*
- **Hard Target:** Enhanced Dodge 4, Dynamic • *2 points*

Ye Long Jian Ya (Grandmaster)

Style Extras

Mystic

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default)

Style Stances

Disruptive, Grounded, Neutral, Offensive, Wary

Style Advantages

Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Chokehold, Dauntless (Knife Hand), Diverting Feint, Grabbing Parry, Improved Grab, Improved Joint Lock, Instant Up, Joint Lock, Kata (Ye Long Jian Ya), Martial Defense, Martial Balance, Neck Breaker, Trance, Uncanny Dodge, Ye Long Jian Ya Initiate, Ye Long Jian Ya Master, Ye Long Jian Ya Stances, Ye Long Jian Ya Student

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick (1 pt), Claw Strike (4 pts), Escape (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Side Kick (1 pt), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Dim Mak 6 (25 pts), Fearsome Presence 4 (pg 241) (8 pts), Flaming Fists 4 (4 pts)

Advantages

Countering Expert 2 (Chi, Magic), Defensive Roll 4, Ritualist, Zen Strike 2 (Claw Strike, Side Kick)

Skills

Close Combat: Ye Long Jian Ya 5 (+12), Deception 4 (+6), Expertise: History 5 (+8), Expertise: Magic 12 (+15), Expertise: Theology & Philosophy (AWE/INT) 2 (+7/+5), Ranged Combat: Magic 6 (+8), Sleight of Hand 2 (+4), Stealth 4 (+6)

Offense

Initiative +2

Axe Kick +14	Close Damage 3, 19-20, Push Over 2
Chi Lightning +8	Ranged Damage 6, Contagious
Claw Strike +14	Close Damage 6, 19-20, Added Critical, Penetrating
Dim Mak +14	Close Affliction 6
Fearsome Presence	Perception Area Affliction 4
Flaming Fists +14	Close Damage 5
Knife Hand +12	Close Damage 2, Dauntless, Empowered Critical
Roundhouse Kick, Full +12	Close Damage 4, Empowered Critical 2, Parry–2
Side Kick +14	Close Damage 3, Parry –2
Throw +12	Grab-Based Close Damage 5, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +7	Close Damage 1
Ye Long Jian Ye Unarmed +14	Close Damage 1

Defense

Dodge	8	Fortitude	5
Parry	7	Toughness	6/2 *
		Will	12

* Without Defensive Roll

It's a pity you are so squeamish around true power, but that just leaves more for those of us with the insight and courage to seize it!

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	15	Adv. Man	39
Abilities	48	Skills	20
Powers	27	Defenses	16
Advantages	28	**Total**	**191**

Complications

Chi Spellcasting: A Warlock of Fist and Foot must be able to recite their spells and move their hands through the required movements to use their chi magic.

SOLO VILLAINS

Deathsquad PL9

Abilities

STRENGTH	2	FIGHTING	2
STAMINA	3	INTELLECT	1
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	2

Powers

Mystic Duplicates: Summon Duplicate 12, Active, Heroic, Horde, Multiple Minions 3 (8 duplicates), Activation (Move Action), Expertise: Magic (Islamic Magic) Check Required • *142 points*

Mythic Janna (Student)

Style Extras

Attack Focus (Dagger/Knife), Esoteric 2, Mystic

Style Flaws

Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements

Unarmed (default), Dagger/Knife, Sword

Style Stances

Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon

Style Advantages

Accurate Attack, Ambush, Assessment, Attack Specialist (Dagger/Knife), Chokehold, Dauntless 2 (Dagger/Knife, Knife Hand), Deceptive Stance 2, Daze (Deception), Finish Them, Follow-Up Strike, Guard Weapon, Improved Disabling 2 (Dagger/Knife), Improved Grab, Improved Joint Lock, Improved Tricking, Joint Lock, Lie in Wait, Living Weapon (Knife Hand), Martial Defense, Mythic Janna Initiate, Mythic Janna Student, Mythic Janna Stances, Neck Breaker, Offensive Defense, Precise Attack (Ranged, Cover), Quick Draw, Quick Strike, Ritualist, Specialization 4 * (Deception, disguise; Expertise: Magic, Islamic magic; Expertise: Psychology, behavior; Expertise: Tactics, assassination), Sneak Attack *, Startle, Trance, Warrior's Trance, Weapon Element 2 (Dagger/Knife, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (3 pts), Hammer Blow (1 pt), Headbutt (5 pts), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers

Animal Form 5 (18 pts), Combat Concealment (3 pts), Deep Cut 4 (Dagger/Knife) (3 pts), Eagle Eye Aim 2 (1 pt), Shadow Stepping 3 (3 pts)

Equipment

At least ten knives on his person at all times, light pistol

Advantages

Benefit (Ambidextrous), Equipment 10, Fearless, Ranged Attack 6, Throwing Master 3

Skills

Athletics 6 (+8), Close Combat: Mythic Janna 6 (+8), Deception 5 (+7), Expertise: Magic 6 (+7), Expertise: Psychology 4 (+5), Expertise: Survival (AWE) 4 (+6), Expertise: Tactics 7 (+8), Insight 6 (+8), Sleight of Hand 4 (+6), Stealth 10 (+12)

Offense

Initiative +2 (+6 Dagger/Knife, +4 Knife Hand)

Claw Strike +10	Close Damage 3, 19-20, Penetrating
Dagger +2	Close Damage 3, 19-20, Dauntless, Improved Disabling 2, Parry +1
Elbow Strike +10	Close Damage 2, Grab Breaker
Dagger, Thrown +8	Ranged Damage 6, 19-20, Dauntless, Improved Disabling 2
Hammer Blow +8	Close Damage 4, Parry –2
Hammer Blow Stun +8	Close Affliction 6, Parry –2
Headbutt +8	Close Damage 2, 17-20, Parry –2; Affliction 6
Knife Hand +10	Close Damage 3, Empowered Critical, Dauntless
Mythic Janna Dagger +12	Close Damage 3, 19-20, Dauntless, Improved Disabling 2, Parry +1
Mythic Janna Dagger, Thrown +12	Ranged Damage 6, 19-20, Dauntless, Improved Disabling 2
Mythic Janna Unarmed +10	Close Damage 2
Light Pistol +8	Ranged Damage 3
Snap Kick +12	Close Damage 3, Push Over
Unarmed +2	Close Damage 2



Defense

Dodge	7	Fortitude	7
Parry	8	Toughness	3
		Will	6

Power Points

Style Extras	4	Style Flaws	–6
Basic Man.	15	Adv. Man	28
Abilities	32	Skills	29
Powers	142	Defenses	19
Advantages	61	**Total**	**324**

* See **Better Mousetrap 3e**

Complications

Duplicate Casting: Deathsquad's hands must be free so they may perform the required mystic gestures to duplicate himself.

Real Name: Saeed Ovisi

Aliases: Various

Threat Level: Gamma-A

Age: 27

Height: 5 feet, 10 in.

Weight: 184 lbs.

Native Language: Arabic

Typical Quote: If only you'd had the grace to welcome Allah into your life before now. Pity you must die a heathen.

Occupation: Assassin

Base: Multiple safehouses

Appearance

An unassuming Arab man with a tightly trimmed mustache he normally hides behind a scarf that entwines his head, Deathsquad typically wears a simple black body glove. He carries numerous knives (his weapon of choice) on his person, also concealing a light pistol for jobs that require such unrefined bluntness.

Personality

He is virtually bereft of fear and is cool and calm under pressure although not to the point of recklessness or being unable to recognize and acknowledge the danger. He is cruel, however, in so far as he has no problem using the most horrific sorts of threats and actions imaginable to meet his goals, a fact that is paradoxically at odds with his Islamic faith.

Powers & Abilities

Aside from being a capable assassin and mythic janna practitioner, Deathsquad can create fully capable copies that permit him to be in more than one place simultaneously. This duplication requires performing a brief mystic ritual.

Allies

Deathsquad has worked with other assassins and villains on occasion but prefers to work on his own.

Enemies

Anyone who prevents Deathsquad from completing his mission will be added to a (short) list of people this assassin has promised himself to kill as soon as he is possible. He also counts some fellow killers-for-hire among his enemies because they are his strongest competition for contracts.

Background

A Hashishan counted amongst the Old Man of the Mountain's favored students despite his youth, Ovisi has been one of the world's more feared and capable assassins since his early teens. His natural aptitude for murder aside, Ovisi was found to have a strong and inquisitive mind that was open to the sort of mysticism learned only by the Hashishan inner circle. As a result, he was taken under the Old Man's wing and taught the mysteries of Islamic ritual magic. This included the fabled ability to transform himself into an animal.

Unlike the other favored killers taught the Hashishan arts of legend, Ovisi was also able to unlock the mystery of an encrypted scroll that had escaped even the Old Man's wizened mind, allowing the youth alone to replicate himself. The ability to be a one-man crew of assassins served to enhance the demand for this killer, and subsequently, he rose to the coveted position of the Old Man of the Mountain's right hand. However, a falling out between the two forced the protégé to flee the brotherhood with the black mark of death hanging over his head.

Now an independent contract killer, Ovisi has taken on the guise of Deathsquad, a role that has seen him become one of the most prominent operatives on the market. Despite still living with the Hashishan's mark of death, Deathsquad operates as he sees fit and refuses to be cowed by the risks of his job or his past.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Deathsquad into their game.

Army of Death

Deathsquad has found a long-lost vellum scroll in the deserts of what was once Persia. It contains a ritual that will allow the assassin to increase the number of duplicates he can produce (consider it to add as many additional ranks of the Multiple Minions extra as desired). The heroes are somehow clued into Deathsquad's pursuit of the ritual's necessary components and must seek him out to stop him. They must recover or destroy the scroll lest they end up facing an army of Deathsquads.

The Killer In Two Places At Once

Two or more heroes have been killed in public while under cover of their secret identities at approximately the same time at locations very distant from each other. Closed-circuit security cameras (or reliable eye-witnesses) captured pictures of the killer at the various murder sites, with each indicating the same person as the perpetrator. The authorities and player characters (who were friends of or otherwise associated with the victims) will try to puzzle out how this can be, possibly unraveling clues to learn who was behind the killings. Deathsquad will be the logical choice if the heroes are familiar with him. Otherwise, they will have to investigate matters until they find his trail and make his acquaintance.

Ritual Renegade

Something has gone wrong during Deathsquad's latest duplication ritual and one of his alternate versions has become entirely independent. The copy is now a being of his own, no longer tied to the original in any way. This secondary Deathsquad has all the memories, personalities, and goals as the original (who he is entirely identical to), which means he cannot tolerate the original's existence. The two Deathsquads will transform the world into their battleground, using their duplicates and assassin skills to kill and destroy anything that gets between them until the issue is resolved once and for all. Of course, this sort of collateral damage will be entirely unacceptable to the heroes, as should be the existence of two Deathsquads. Will the heroes be able to find the two and discover a way to merge the duplicate with the original or somehow otherwise deal with the second "original" in such a way as to remove him as a threat?

Footloose PL10

Abilities

STRENGTH	2	FIGHTING	3
STAMINA	2	INTELLECT	0
AGILITY	4	AWARENESS	1
DEXTERITY	4	PRESENCE	3

Powers

Shake n' Quake: Burst Area Close Damage 10, Concentration, Penetrating 5, Activation (Move Action), Expertise: Dancing Check Required, Limited to Along the Ground • *23 points*

Hip-Hop-Ryu (Grandmaster)

Style Extras

Attack Focus (Impromptu Ranged Attack)

Style Flaws

Demanding 2 (14 hours, –1), Predictable

Weapon Elements

Unarmed (default)

Style Stances

Avoiding, Bobbing, Disruptive, Fluid, Neutral, Prone, Showman

Style Advantages

Cunning Fighter, Dancing Combat, Daze (Deception), Deceptive Stance, Defensive Throw, Distracting Attack, Fascinate (Expertise: Dancing), Favored Conditions (While Electro or Hip-Hop is Playing), Grabbing Parry, Hip-Hop-Ryu Initiate, Hip-Hop-Ryu Master, Hip-Hop-Ryu Stances, Hip-Hop-Ryu Student, Improved Grab, Improved Tricking, Instant Up, Kata (Hip-Hop-Ryu), Martial Defense, Preferred Stance (Disruptive), Prone Fighting, Reversal, Specialization 3 *(Athletics, jumping; Expertise: Dancing, hip-hop; Expertise: Dancing, breakdancing), Stylistic Teamwork, Sweeping Strike

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Axe Kick ("dropping the needle") (1 pt), Hammer Blow ("drop the beat") (1 pt), Jab ("fist pop") (3 pts), Knife Hand ("sweep") (1 pt), Roundhouse Kick (Full; "turntable") (3 pts), Scissor Kick ("clearing space") (1 pt), Snap Kick ("foot pop") (1 pt), Sweep ("wreck the dance floor") (2 pts), Tornado Kick ("swipe") (3 pts)

Advanced Maneuvers

Nimble Dodge 6 ("move to the rhythm"; use Expertise: Dancing instead of Acrobatics) (5 pts), Showboating 4 ("battle") (2 pts), Soft Landing 4 (2 pts), Whirlwind Block 3 ("killing the music") (5 pts)

Equipment

Portable MP3 player with hip-hop and electro music

Advantages

Agile Feint, Attractive, Benefit (Hip-Hop-Ryu Grandmaster), Defensive Roll 2, Equipment 1, Improved Initiative

Skills

Acrobatics 5 (+9), Athletics 4 (+6), Close Combat: Hip-Hop-Ryu 4 (+7), Deception 2 (+5) Expertise: Dancing (AGI/INT) 8 (+12/+8), Expertise: Martial Showman (AGI) 5 (+9), Expertise: Streetwise (AWE) 3 (+4), Expertise: Visual Arts (DEX/INT) 2 (+6/+2), Vehicles 1 (+5)

Offense

Initiative +8 (+10 Impromptu Ranged Attacks)

Axe Kick +9	Close Damage 2, 19-20, Push Over 2
Hammer Blow +7	Close Damage 4, Parry –2
Hammer Blow Stun +7	Close Affliction 6, Parry –2
Hip-Hop-Ryu Unarmed +9	Close Damage 2
Jab +11	Close Damage 2
Knife Hand +7	Close Damage 3, Empowered Critical
Impromptu Ranged Attack +5	Ranged Damage Varies
Roundhouse Kick, Full +7	Close Damage 5, Empowered Critical 2, Parry–2
Scissor Kick +7	Close Damage 6, Split, Parry –2, Push Over 2
Snap Kick +11	Close Damage 3, Push Over
Sweep +11	Close Affliction 6, Parry –5
Tornado Kick +5	Close Damage 8, 19-20, Empowered Critical 2, Knockout 3, Reach, Activation (Move), Parry & Dodge –5, Push Over 4
Unarmed +3	Close Damage 2

Defense

Dodge	12	Fortitude	5
Parry	7	Toughness	4/2 **
		Will	5

** Without Defensive Roll

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	16	Adv. Man	14
Abilities	38	Skills	17
Powers	23	Defenses	19
Advantages	33	**Total**	**158**

* See **Better Mousetrap 3e**

Complications

From the Streets: Born and raised "on the streets", Footloose has great difficulty shaking the marks this past has left on him. His mannerisms, speech, and ability to trust others are all rooted in street culture.

Real Name: Derek Pungel

Aliases: Derek Punk, D-Pop

Threat Level: Gamma

Age: 24

Height: 5 feet, 4 in.

Weight: 152 lbs.

Native Language: English

Typical Quote: Let's break it down and bust it up!

Occupation: Professional criminal

Base: Apartment

Appearance

A young black man, Footloose wears a costume that is a mix of hip-hop and super-villain cultures. He is otherwise entirely unassuming, except for his infectious smile, and can easily blend into most city crowds.

Personality

Despite his less than noble goals, Footloose is cheerful and light-hearted, preferring to carry out his operations without seriously harming anyone. He also enjoys putting on a show for the public, especially if there are television crews present at his crimes, during which he'll show off his flashy dance moves and charm.

Powers & Abilities

Footloose has no true powers. Instead, all of his abilities are the result of combining his dancing and martial arts talents. Using principles from both disciplines, he can perform some extraordinary feats, however, such building kinetic energy with his dancing and then channeling it into the ground to create micro-quakes.

Allies

Derek has plenty of friends on the street, especially among other performers and urban charities. He does not like to work with other criminals, however, as he sees himself removed from them and their goals.

Enemies

Footloose has crossed several criminals in his day, usually by refusing to work with them. He is also sought by the police for his crimes but otherwise has few true enemies.

Background

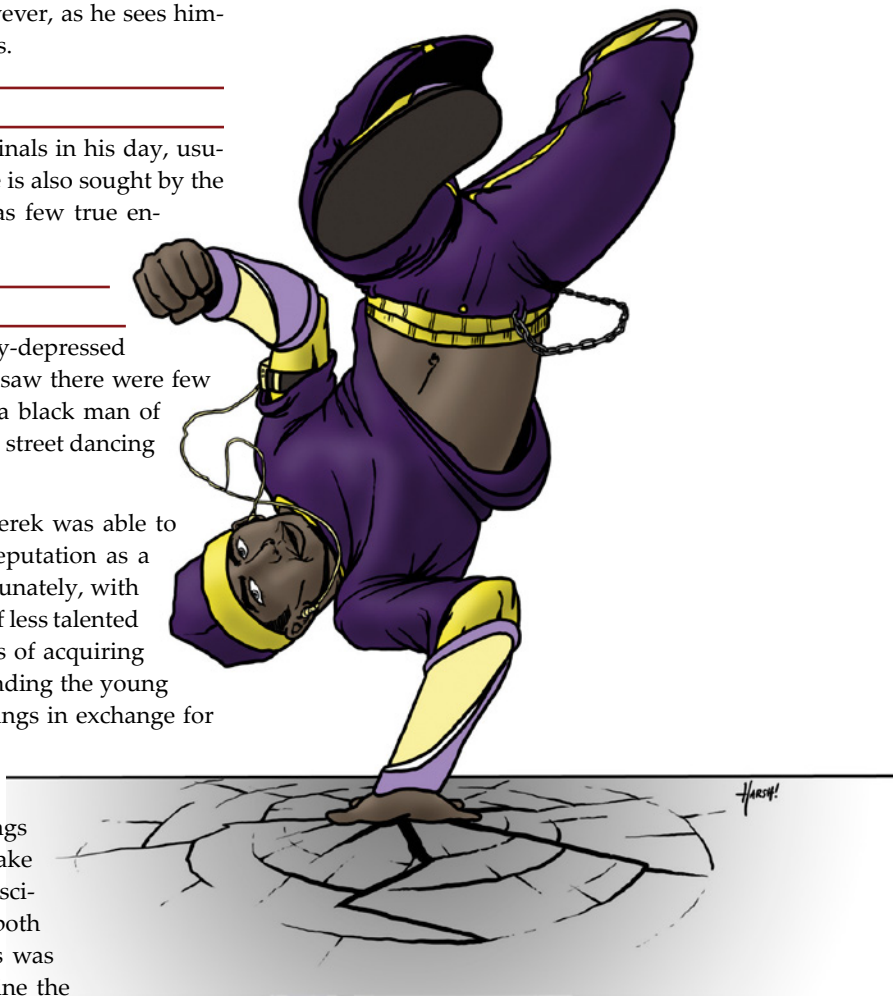
Having grown up in economically-depressed urban America, at a young age Derek saw there were few legitimate ways out of the ghetto for a black man of limited means. He turned to music and street dancing as an escape.

A natural, it wasn't long before Derek was able to use his talent to earn money as his reputation as a skilled street performer spread. Unfortunately, with such a reputation comes the attention of less talented thugs who prefer more direct methods of acquiring money. This included regularly demanding the young entertainer turn over most of his earnings in exchange for "protection." Derek refused.

Because he was unwilling to turn over the money, Derek received beatings on a regular basis, prodding him to take self-defense courses. Realizing the discipline of fighting was paradoxically both as choreographed and spontaneous as was dancing, Derek sought ways to combine the two. The result was a form of urban martial arts that merged his street dancing with combat practices.

Honing his techniques on the streets in actual fights, with his superior reflexes, physical conditioning, and imagination, it wasn't long before the thugs learned to leave Derek alone. To his family's dismay, however, the lesson Derek learned from his success was that his unique skills made him dangerous. He believed he could use this to find the sort of fame and money needed to escape and find the lifestyle he'd always fantasized about. He became a criminal.

Focusing on money-making crimes after assuming the name "Footloose," Derek has taken on something of a Robin Hood mystique to the public. He anonymously donates portions of his ill-gotten gains to charities, especially those that benefit neighborhoods like those he grew up in. The romantic idea of Footloose being a "good class of criminal" is further underscored by the lengths he'll go through to avoid harming the public during his crimes. Still, he keeps most of what he takes to "live large," and so, ultimately, is driven by his own selfish desires rather than any ambition to help others.



Caper Ideas

The following may give Gamemasters ideas on how to incorporate Footloose into their game.

Dance of Death

Footloose is no longer the villain the heroes are acquainted with. Instead of being concerned with grand larceny, as is his usual interest, of late Footloose has been conducting incredibly violent, terrorist-like activities. While doing so, he has been making extensive use of his "shake n' quake" ability to destroy government structures and the like.

Just why he has taken this new turn is up to the Gamemaster, as are the reasons for selecting the targets he has destroyed.

Dance Off!

The heroes have been trying to get their hands on Footloose for some time. They believe he will be unable to pass up the opportunity to show off his dancing talent when it is announced a record company will be sponsoring a worldwide dance competition tour. The tour will last a year, winnowing the ranks of hopefuls, until only the best are left to then compete on global television for a massive prize after being declared the world's greatest dancer.

Because it is a year-long contest that takes place around the world, it will be incredibly difficult to find out when and where this criminal will make his appearance, especially considering he is too smart to show up without using a disguise and false identity. Will one of the heroes have to enter the contest (and do well) to infiltrate it and learn which of the participants is Footloose, or shall they consider other means to uncover and capture the criminal?

The Dance Troupe

Footloose has been off the radar (so to speak) for several months, and the heroes may have begun to suspect he has retired. Such is not the case, though—indeed, quite the opposite. Footloose has been spending time with a group of youths with backgrounds and talents similar to his own, training them in hip-hop-ryu. Utilizing the skills Footloose has imparted, these kids will follow his commands and act together to carry out wilder and far more lucrative crimes than their leader alone was ever capable of perpetrating. Of course, the heroes will try to stop the gang as they rob everyone they can to enjoy the good life.

Jade Dragon PL12

Abilities

STRENGTH	2	FIGHTING	5
STAMINA	2	INTELLECT	1
AGILITY	4	AWARENESS	1
DEXTERITY	4	PRESENCE	2

Powers

Jade Dragon Armor: Impervious Protection 4, Removable 3; *Finger Claws*: Strength-Based Damage 2, Improved Critical 2, Penetrating 2 • *11 points*

Si Wang Long Quan (Student)

Style Extras

Aggressive, Attack Focus 2 (Jade Dragon Armor Finger Claws, Li Zhao), Mystic

Style Flaws

Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements

Unarmed (default), Jade Dragon Armor Finger Claws, Li Zhao

Style Stances

Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages

Acrobatic Fighter, Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Aggressive Escape (Claw Strike), Counterstrike, Dauntless (Claw Strike), Devastating Hold, Empowered Critical (Claw Strike), Finish Them, First Strike, Follow-Up Strike, Improved Critical (Claw Strike), Improved Disabling (Claw Strike), Improved Grab, Instant Up, Living Weapon (Claw Strike), Martial Defense, Neck Breaker, Offensive Defense, Opposing Style (Quan To), Quick Strike, Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Stances, Si Wang Long Quan Student, Trance, Weapon Element 2 (Jade Dragon Armor Finger Claws, Li Zhao)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Butterfly Kick (1 pt), Claw Strike (4 pts), Crescent Kick (Inward) (8 pts), Dual Punch (2 pts), Elbow Strike (3 pts), Exploding Strike (1 pt), Flying Attack (Claw Strike) (2 pts), Flying Attack (Roundhouse Kick) (2 pts), Knife Hand (1 pt), Lunge (1 pt), Rabbit Punch (6 pts), Roundhouse Kick (3 pts), Uppercut (5 pts)

Advanced Maneuvers

Awesome Strike 6 (Claw Strike) (1 pt), Chi Sense (1 pt), Cobra Strike 3 (9 pts), Dim Mak 4 (17 pts), Lightning Strike (3 pts), Skydragon Attack 6 (3 pts), Walk the Sky 2 (1 pt)

Advantages

Agile Feint, Languages (English)

Skills

Acrobatics 8 (+12), Close Combat: Si Wang Long Quan 6 (+11), Expertise: Magic 4 (+5), Expertise: Martial Arts 5 (+6), Expertise: Survival (AWE) 3 (+4), Intimidation 6 (+8), Perception 5 (+6), Sleight of Hand 4 (+8), Stealth 7 (+11)

Offense

Initiative +4 (+6 Jade Dragon Armor, Li Zhao)

Awesome Claw Strike +13	Close Damage 9, 18-20, Added Critical, Empowered Critical, Improved Disabling, Penetrating, Side-Effect 2
Awesome Finger Claws Claw Strike +15	Close Damage 11, 16-20, Added Critical, Empowered Critical, Improved Disabling, Penetrating 3, Side-Effect 2
Butterfly Kick +11	Close Damage 2, Multiattack, Parry & Dodge –2, Push Over 2
Claw Strike +13	Close Damage 3, 18-20, Added Critical, Empowered Critical, Improved Disabling, Penetrating
Crescent Kick, Inward +13	Close Damage 3, Parry +6, Dodge –2
Crescent Kick, Inward +13	Close Damage 3, +4 to Disarm
Crescent Kick, Inward +13	Close Damage 3, Grab Breaker
Dual Punch +11	Close Damage 4, 18-20, Empowered Critical, Parry –5
Elbow Strike +13	Close Damage 2, Grab Breaker
Exploding Strike +11	Close Damage 3, Enhanced Knockback 2, Parry –2
Flying Claw Strike +13	Close Damage 9, 17-20, Added Critical, Empowered Critical 2, Improved Disabling, Penetrating, Parry & Dodge –2, Push Over 2
Flying Finger Claws Claw Strike +15	Close Damage 11, 16-20, Empowered Critical 2, Improved Disabling, Penetrating 3, Parry & Dodge –2, Push Over 2
Flying Roundhouse Kick +13	Close Damage 8, 18-20, Empowered Critical 2, Enhanced Knockback, Parry –2, Dodge –5, Push Over 2
Finger Claws +13	Close Damage 4, 18-20, Penetrating 2
Finger Claws Claw Strike +15	Close Damage 5, 16-20, Added Critical, Empowered Critical, Improved Disabling, Penetrating 3
Knife Hand +11	Close Damage 3, Empowered Critical
Lunge +13	Close Damage 3, Enhanced Knockback, Reach, Dodge –5
Rabbit Punch +9	Close Damage 2, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4
Roundhouse Kick +13	Close Damage 2, 19-20, Enhanced Knockback, Dodge –2
Si Wang Long Quan Unarmed +13	Close Damage 2
Unarmed +5	Close Damage 2
Uppercut +9	Close Damage 6, 18-20, Added Critical (Stun: Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Empowered Critical 2, Activation (Move)
Parry & Dodge –2	

Defense

Dodge	13/11 **	Fortitude	8
Parry	11/9 **	Toughness	6/2 *
		Will	8

* Without Jade Dragon Armor

** While practicing si wang long quan

Power Points

Style Extras	4	Style Flaws	–7
Basic Man.	39	Adv. Man	35
Abilities	42	Skills	24
Powers	11	Defenses	28
Advantages	29	**Total**	**205**

Complications

Cold Hearted: Jade Dragon is incapable of compassion. Similarly, she does not understand it in others because of how she was raised and trained. This can be a serious blind spot in her perception of people when trying to anticipate what they will do in a situation or what their motivations may be.

Real Name: Yamada Kanae

Aliases: None

Threat Level: Gamma-A

Age: 23

Height: 5 feet, 6 in.

Weight: 134 lbs.

Native Language: Japanese

Typical Quote: Prepare to feel the dragon's claws around your throat.

Occupation: Evil champion of Wu Sheng Zhua

Base: Mobile

Appearance

A lovely young Japanese woman, Kanae has long, dark hair and gray eyes she usually conceals behind the mask of the Jade Dragon Armor. While in the armor, she is covered by emerald and jade plates and scales made of a tempered, unknown metal that fell from the sky centuries ago during a meteor shower. It was found by the Wu Sheng Zhua and forged into the second skin for their most deadly assassin. The armor's fingers end in sharpened talons that are perfect for si wang long quan's preference for claw strikes.



Personality

Kanae is entirely humorless. She knows no joy beyond completing her mission and pleasing her masters. Her duties, responsibilities, and assignments are her entire world. Jade Dragon has no respect for life or law beyond what the Wu Sheng Zhua have taught her, meaning nothing matters but her masters' aspirations and dark boundaries upon morality. She is a killer who is normally frigid and calculating, but her passions can be inflamed to the point of losing self-control if she feels she is losing the upper hand to someone considered beneath her talents.

Powers & Abilities

The Jade Armor provides Kanae with a degree of protection and enhances her si wang long quan claw strikes. Indeed, she was trained in a slightly modified variation of the martial art in anticipation of the armor one day being hers. As such, she can incorporate its finger claws into her attacks.

She is a deadly fighter who is well on her way to mastering the deadly art of si wang long quan. Her attacks are vicious and unmerciful—always going for the killing blow or aiming for a weakness. In a fight, she will combine her martial prowess with dark, ritual spells to find and take advantage of any weaknesses her foe may possess.

Allies

Jade Dragon has no friends or allies beyond her loyalty to her Wu Sheng Zhua masters. Of other members of this dangerous organization, she has nothing but contempt unless they have also proven themselves to be skilled warriors.

Enemies

Any practitioner of quan to will find themselves a target of this villainess. In her travels, Kanae has encountered Sakyong many times, a pattern that has developed into a heated rivalry of martial skill, ideologies, and goals, making the two the bitterest of enemies.

Jade Dragon has also made enemies of some martial artists and super-heroes around the world. Her brutal tactics and lack of concern for bystanders that get in her way (or can serve as a convenient distraction) make her a top target for local and international law enforcement agencies.

Background

The ancient and wealthy Yamada family had long been secret opponents of the deadly Wu Sheng Zhua organization, working through financial subsidiaries and intermediaries to conceal their involvement in fighting what they saw as a great evil. Despite their best efforts, however, the Yamada's interference was eventually discovered and the last thing her parents would ever see of the infant Kanae before they were slain was their daughter being stolen off into the night by their killers. As a final act of vengeance, the Wu Sheng Zhua would raise Kanae in their ways, honing her into a tool of evil and an exemplar of everything her parents died opposing.

Since her kidnapping, Kanae has been lied to—told that she was an orphan saved and graciously raised by the organization—programmed so that her masters' goals would become hers. She grew up knowing nothing of compassion or joy beyond the happiness she could find in pleasing her masters by excelling at her lessons. Barely into her teens, Kanae was gifted with the Jade Dragon armor—an ancient Wu Sheng Zhua artifact—thus assuming the role of the organization's deadliest assassin.

Since becoming the Jade Dragon, Kanae has committed all manner of atrocities and has fervently worked to bring down all who would defile her ideals by daring to practice quan-to. To this end, she has surpassed her masters' charge of being an assassin and has entered the global stage as a super-villain looking to slay anyone who would learn or teach that most hated martial art.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Jade Dragon into their game.

Dragon Flight

Following an especially atrocious crime that resulted in an incredibly high body count, Jade Dragon has been forced into hiding. It is important that the heroes be the one to find her and bring her to justice, however, because one of the victim's families is headed by a wealthy industrialist who has placed an open bounty on her head. The amount being offered is so high that every professional and amateur mercenary and bounty hunter in the world will not rest until she is found, causing all sorts of mayhem and carnage in their selfish pursuit of the fugitive.

Year of the Dragon

Jade Dragon has learned of a hidden cache of forbidden arcane lore that, if uncovered, will grant her incredible abilities for a year. Just what these abilities may be will be determined by the sort of game being run. Will she actually be able to turn into a dragon, acquire some other sort of super-ability, or gain mystical, martial arts-based combat maneuvers? Whatever the abilities may be, they will certainly allow Jade Dragon to overpower the heroes unless she is stopped before she can find the knowledge and complete the required rituals.

Gamemasters can view this caper as a way to bump up Jade Dragon as a threat if they feel she isn't posing much of a risk in a super-hero genre game.

The Dragon Sheds Her Scales

Kanae has somehow learned her parents' actual fate—perhaps from a renegade Wu Sheng Zhua or after finding a hidden archive chronicling the murders. This sets her on a path of revenge against her masters. She will undertake a search for and kill any Wu Sheng Zhua member she can find, regardless of the innocent lives lost to the crossfire. The heroes may have to step up to prevent such a massacre, or they may even work with her to bring the organization down, hoping their participation will keep the body count down. No matter how the heroes get involved, however, this revelation will not be sufficient for Jade Dragon to have a change of heart—once her need for revenge is sated, she will be just as cruel and evil as before. However, now she will be off her leash and able to develop and act on her own foul desires.

Kumite PL13

Abilities

STRENGTH	5	FIGHTING	6
STAMINA	5	INTELLECT	1
AGILITY	5	AWARENESS	2
DEXTERITY	5	PRESENCE	0

Powers

Martial Arts Mimicry: Variable 10 (Martial Arts Traits Possessed by Catalyst), Activation (Move Action), Close Combat: General Karate Check Required, Limited to Catalysts in Perception Range • *58 points*

General Karate (Student)

Style Extras

Aggressive, Attack Focus 2 (Knife Hand, Tornado Kick), Esoteric

Style Flaws

Demanding 2 (7 hours, –2), No Nonsense 2

Weapon Elements

Unarmed (default), Staff, Chain Weapons

Style Stances

Blocking, Misleading, Neutral, Offensive, Power

Style Advantages

All-Out Attack, Close Combat 3, Dauntless 2 (Knife Hand, Tornado Kick), General Karate Initiate, General Karate Stances, General Karate Student, Improved Disabling 2 (Knife Hand), Improved Disarm, Improved Exchange 2 (All-Out Attack), Instant Up, Kata (General Karate), Martial Balance, Moment of Weakness * (Grab), Power Attack, Weapon Element 2 (Staff, Chain Weapons)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Elbow Strike (6 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (6 pts), Side Kick (1 pt), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts), Tornado Kick (2 pts)

Advanced Maneuvers

Awesome Strike 6 (Knife Hand) (1 pt), Bullet Dancing 3 (1 pt), Nerve Strike 3 (4 pts), Soft Landing 4 (2 pts)

Advantages

Assessment, Improved Initiative, Languages (English)

Skills

Close Combat: General Karate 4 (+10), Deception 4 (+4), Expertise: Martial Arts 4 (+5), Expertise: Streetwise (AWE) 4 (+6), Perception 2 (+4), Sleight of Hand 2 (+7), Stealth 2 (+7)

Offense

Initiative +9 (+11 Knife Hand, Tornado Kick)

Awesome Knife Hand +15	Close Damage 12, Empowered Critical, Side-Effect 2
Elbow Strike +15	Close Damage 5, Grab Breaker
Karate Unarmed +15	Close Damage 5
Knee Strike +13	Close Damage 6, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +15	Close Damage 6, Dauntless, Empowered Critical, Improved Disabling 2
Roundhouse Kick +15	Close Damage 5, 19-20, Enhanced Knockback, Dodge –2
Side Kick +15	Close Damage 7, Parry –2
Snap Kick +17	Close Damage 7, Push Over
Sweep +17	Close Affliction 6, Parry –5
Throw +13	Grab-Based Close Damage 9, Enhanced Knockback, Parry –2; Affliction 4
Tornado Kick +13	Close Damage 11, 19-20, Dauntless, Empowered Critical 2, Knockout 3, Reach, Activation (Move), Parry & Dodge –5, Push Over 4
Unarmed +9	Close Damage 5

Defense

Dodge	12	Fortitude	9
Parry	10	Toughness	5
		Will	7

Power Points

Style Extras	4	Style Flaws	–4
Basic Man.	24	Adv. Man	8
Abilities	58	Skills	11
Powers	58	Defenses	20
Advantages	24	**Total**	**203**

* See **Better Mousetrap 3e**

Complications

Egotistical Warrior: Kumite must prove to everyone—especially other martial artists—that he is the best. His ego drives him to fight others no matter how much doing so may interfere with other plans.

Real Name: Hikaka Makio

Aliases: None

Threat Level: Gamma

Age: 31

Height: 5 feet, 8 in.

Weight: 194 lbs.

Native Language: Japanese

Typical Quote: Let's hope you offer me more sport than your friends did—they didn't even last long enough for me to break a sweat.

Occupation: Criminal

Base: His home or mobile

Appearance

A Japanese man of modest height and possessing an impressive physique, Kumite will dress as the situation demands. In combat, he will wear some variation of a traditional karate outfit. However, it is usually modified to be flashier (all a part of his ego's need for recognition). His arms and much of his back are covered with various Yakuza tattoos.

Personality

Kumite is not your typical super-villain. He does not steal to get rich, only doing so as is required to fund his adventures, nor does he employ violence wantonly. Considering himself to be one of the planet's greatest fighters, Kumite



reserves the fury of his skills for anyone who dares get in his way and for worthy warriors that cross his path. This quest to prove his martial superiority has led Makio to develop great arrogance and overconfidence, although he rarely allows either to push him into something too foolish.

Powers & Abilities

Kumite is somehow able to replicate any fighting maneuver he observes. He is also a skilled martial artist in his own right.

Allies

This former Yakuza still has some connections and allies among his former crime family. He also has strong ties to Japan's streets, meaning many criminals owe him favors.

Enemies

Kumite will pick a fight with anyone he considers to be competition for the best fighter in the world. Understandably, this has garnered him numerous enemies.

Background

As a young orphan, little Makio often found himself bullied by older and bigger children, especially when it came to fighting over scraps and territory. This all changed when his torment was noticed by an aging sensei at a local dojo. This kind man decided to take Makio into his home and school so the child could learn discipline and find a better way of life.

Although lacking the calm spirit and mental focus needed to truly absorb the knowledge his sensei attempted to impart, Makio was gifted with a capacity to temporarily absorb the information. It seemed to be a matter of mental reflex, but his mind would soon wander and the ability to mimic the fighting skills of others would quickly go away. Still, Makio enjoyed the diversion studying karate granted, and it certainly kept his former tormentors away.

Sadly, Makio's teacher could not entirely do away with his young charge's urchin instincts and proclivity for crime, and so Makio continued to get into trouble. Always haunted by the weakness he had once known, Makio began running with street gangs, honing his body and making the most of his talent for martial mimicry. Eventually, he became a well-known and much-feared thug-for-hire, a fact that saw his sensei toss him out of the dojo.

The last of his ties to any possible moral life severed, Makio joined the Yakuza, furthering his reputation for brutality and ruthlessness. This life only maintained his interest for a few years before he became bored, however. After all, loan sharking and the like only ever pitted him against poor slobs who offered little challenge to his skills. Makio left the Yakuza and assumed the name Kumite to match his desire to search the world for warriors to test his mettle against.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Kumite into their game.

I'm Coming For You

Kumite is calling out a player character martial artist to engage in a battle that will determine which of them is better. If the hero chooses to go, the two will fight and that will be that, but should the hero decide such a match is a waste of time, unbecoming or the like, Kumite will take action to force his prey's hand. Increasingly destructive crimes meant to draw the hero out will be the most likely way Kumite shall choose to go about doing so. He will also stoop to taking hostages if he learns of anyone the hero considers dear.

Big City, Big Fights

There has been a recent surge in violent deaths within the city of late. Beaten and battered bodies have been found dumped overnight, with each suffering from massive bruising, numerous broken bones, and various other traumas. Bruising and scrapes on the knuckles indicate the victims gave nearly as good as they got before succumbing to their wounds.

Unbeknownst to the authorities or heroes, Kumite has opened an underground fight circuit in the city and the bodies are of those who gambled on victory in the ring and lost. Although he is making money hand over fist with this illegal enterprise, Kumite's actual purpose is to cull the contestants so the best may be tested against him. The bodies will continue to mount unless the heroes find out what is going on and stop Kumite.

Blank Slate

Having pitted his skills against someone who was too tough to beat, Kumite has suffered serious head trauma, resulting in a total loss of memories concerning his past and identity. What the Gamemaster chooses to do with this can lead to some interesting plots, such as an evil organization finding and turning the amnesiac into their elite assassin. It's also possible Kumite will be taken in by someone with great compassion and honor, a turn of events that results in this villain taking on a new identity as a crime fighter and do-gooder. Of course, everything could (and should) unravel once Kumite regains his lost memories, regardless of what he's being doing during the interim.

THE SHIRYOU — DEMON NINJA CLAN

Devised by the Minamoto family during Japan's first shogunate, the history of the Shiryou ninja clan is as long and twisted as now are their souls. The clan's name means "spirit of a dead person, which is darkly appropriate be-



cause each initiate forswears his old life and assumes a new identity wholly devoted to the clan. Furthermore, while other ninja clans of the time primarily recruited commoners, the Shiryou only accepted nobles and the educated. The sense of loyalty, honor and purpose inherent in the upper classes enabled the Shiryou to surpass their rivals in all things, especially prestige.

If a job called for the best, it was to the Shiryou the Minamoto would first turn.

When the shogunates dissolved, the Shiryou became independent and worked for anyone who could meet their steep fees. The clan has since worked for tyrannical governments, megalomaniacal criminal masterminds, mobster warlords, and petty dictators, all without regard for morality. The Shiryou have even taken to recruiting mercenaries and murderers, so long as they are Japanese. Where once there had been honor, loyalty and purpose now only greed remains.

Only the Shiryou know exactly when they first began experimenting with the paranormal or for what reasons, but as late as three centuries ago they were undoubtedly making pacts with otherworldly beings. These diabolical deals promised the souls of the clan's victims in exchange for power, a power bestowed by melding a fragment of the spirits' essence to the ninja's soul. Unfortunately, the process also costs the Shiryou some of their humanity.

This "gift" is restricted to the most skilled ninja who have proven their loyalty and devotion to the clan to be beyond reproach. As the supernaturally altered assassin continues to progress through the Shiryou's ranks, moving from one circle of authority to the next, he attains more otherworldly power, displacing yet more of his remaining humanity. Tragically, this ancient brotherhood of murderers and spies seems all too willing to pay such a hefty price.

Clan Hierarchy

The clan consists of six ranks, each of which represents an increasing level of power, influence, and skill. Within the first five ranks are the Genin—the common ninja—who exist at the bottom of the Shiryou's hierarchy. Each of the five Chunin—all of whom are members of the topmost rank, the Obiroku—command one of the lower five ranks while the Chunin themselves (and through them the entire clan), are commanded by the Jonin.

THE OBIICHI

The clan's lowest and most populous rank is the Obiichi, counting the newly initiated and unproven Genin amongst their numbers. Members are assigned the least essential missions, where the risk is high and the rewards few. This can include tasks such as guard duty, the assassination of relatively weak targets, and assailing metahuman heroes en masse. Such assignments allow the clan to cull its membership so only the most deserving and skilled advance to the higher ranks.

Soul Collecting

The Shiryou's process of collecting their victims' souls is a plot element for the most part, as this ability can in no way be used against the living or even an undead creature possessing a soul. It may only be used at the moment of death when the soul is released from its physical confines. The deceased's essence is trapped within a ritually prepared glass ball (Toughness 5) and returned to the clan's hidden monastery so that it may be sacrificed to the Shiryou's mysterious, demonic benefactors.

Shiryou Essence Sharing

The mystical transformation of absorbing the demonic essence, no matter how much, causes the Shiryou to register as a supernatural creature to those with the ability to sense such a thing. Furthermore, the nature of the process renders the spirit essence immune to exorcism and similar rituals or spells.

When slain, the altered ninja transforms back into a normal human. Anyone who looks closely at the corpse immediately after death may notice a small wisp of green smoke briefly rising from the nose and mouth as the dark essence escapes.

The Shiryou Ninja Clan

PL: 11

Leadership: Dictatorship (Ryuujin)

Intellect 2; **Awareness** 4; **Presence** 2

Will +8

Skills: Deception 12 (+14), Expertise: Business 2 (+4), Expertise: Chemistry 8 (+10), Expertise: History 2 (+4), Expertise: Law 2 (+4), Expertise: Magic 4 (+6), Expertise: Martial Arts 4 (+6), Expertise: Metahumans 4 (+6), Expertise: Psychology 2 (+4), Expertise: Streetwise (AWE) 4 (+8), Expertise: Tactics 8 (+10), Intimidation 10 (+12), Investigation 6 (+8), Perception 10 (+14), Persuasion 4 (+6), Stealth 12 (+14), Technology 2 (+4)

Advantages: Artificer, Benefit 20 (Wealth), Connected 3 * (Criminal Underworld, Politics, Super-Villains), Contacts 3 * (Criminal Underworld, Politics, Super-Villains), Ear to the Ground *, Well-Informed

Members: Minions 25 (Obiichi; 75-pts., x 1,000), Minions 21 (Obini; 105-pts., x 250), Minions 22 (Obisan; 150-pts., x 64), Minions 23 (Obishi; 195-pts., x 32), Minions 27 (Obigo; 255-pts., x 32)

Gear & Weapons: Martial Art Weapons 24 (20-pts x 1,000), Ninja Gear 24 (20-pts, x 1,000)

Headquarters: Subterranean Monastery • *58 points*

Size Huge; *Spaces* 54 of 64; *Tou* 10, *Features*: Ancient Secrets (6), Artificer Lab 4 (15 EP, Any Single Trait, +2 Design; 1), Dojo (Mystic Ninjutsu; 6), Basic Communications (0), Encrypted Communications 4 (+15; 0), Global Communications (1), Basic Computer 3 (Spend ranks as desired; 1) Basic Concealed 3 (+10; 0), Defense System 3 (Booby Traps, 30 points; 4), Escape Tunnel 2 x 2 (0), Garage 5 (8), Gym (1), Holding Cells 2 (Toughness + 4; 1), Infirmary (2), Isolated 2 (0), Kitchen/Mess Hall (2), Library (2), Barracks Living Space x 3 (4 each), Power System 2 (4), Shrine (Demon Worship; 1), Security System (0), Vault 3 (DC 30; 1), War Room (1); *Complications*: Accessible Bowels

Complications: Cultural Pariah (Shaolin Temple)

Totals Abilities 16 + Advantages 207 + Skills 48 + Defenses 4 = 275

* See **Better Mousetrap 3e**

This section uses rules for creating organizations and headquarters found in **Better Mousetrap 3e**, a sourcebook also produced by **Misfit Studios**.

Obiichi are the only Shiryou not granted mystical powers and are thus the only members to retain their human souls entirely intact.

The Chunin who oversees the Obiichi is the weakest of the five even though he is himself a very dangerous and skilled combatant. The other four Chunin are always careful to keep a close eye on their peer for they were all once in his position and are thus aware of how desperate the lowest ranking among their number is to advance.

An Obiichi's normal appearance will vary, but all are Japanese and most are male. They will don disguises as necessary and dress in situation-appropriate, concealing suits for stealth and assassination. A Shiryou ninja suit covers their whole body except for a slit for their eyes to peer through, thereby concealing their identity and any alterations caused by their mystical bonding should the Obiichi advance within the clan.

Shiryou Obiichi Template

59 points

Shiryou Obiichi characters possess the following shared traits.

Abilities (20 points)

Strength 2 • *4 points*

Stamina 2 • *4 points*

Agility 3 • *6 points*

Dexterity 3 • *6 points*

Advantages (11 points)

Close Attack • *1 point*

Chokehold • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Stances • *1 point*

Sneak Attack * • *1 point*

Weapon Element 2 (Dagger/Knife, Select One from Mystic Ninjutsu) • *2 points*

Skills (16 points)

Acrobatics 5 • *2.5 points*

Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 4 • *2 points*

Deception 1 • *0.5 points*

Expertise: Martial Arts 4 • *2 points*

Expertise: Survival (AWE) 1 • *0.5 points*

Expertise: Tactics 1 • *0.5 points*

Expertise: Theology & Philosophy (AWE/INT) 1 • *0.5 points*

Sleight of Hand 1 • *0.5 points*

Stealth 5 • *2.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (5 points)

Knee Strike • *2 points*

Knife Hand • *1 point*

Sweep • *2 points*

Advanced Mystic Ninjutsu Maneuvers (4 points)

Eagle Eye Aim 2 • *1 point*

Nerve Strike 2 • *3 points*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Defenses (6 points)

Dodge +3 • *3 points*

Parry +3 • *3 points*

Complications

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obiichi

PL7 • 74 points

Abilities Str 2, Sta 2, Agl 3, Dex 3, Fgt 1, Int 0, Awe 1, Pre –1

Equipment Climbing gear, black camo suit, ninja-to, shuriken

Mystic Ninjitsu (Initiate)

Style Extras None

Style Flaws Demanding 3 (14 hours, –2) • *–3 points*

Weapon Elements Unarmed, Short Bladed Weapons, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Chokehold, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Stances, Sneak Attack *, Weapon Element 2 (Short Bladed Weapons, Sword)

Basic Maneuvers Knee Strike, Knife Hand, Sweep

Advanced Maneuvers Eagle Eye Aim 2, Nerve Strike 2

Advantages Close Attack, Defensive Roll, Equipment 3, Instant Up, Languages 2 (English, Shiryou Codes and Symbols)

Skills Acrobatics 6 (+9), Athletics 5 (+7), Close Combat: Mystic Ninjutsu 4 (+5), Deception 4 (+3), Expertise: Martial Arts 4 (+4), Expertise: Survival (AWE) 2 (+3), Expertise: Tactics 1 (+1), Expertise: Theology & Philosophy (AWE/INT) 1 (+2/+1), Perception 3 (+4), Sleight of Hand 4 (+7), Stealth 8 (+11), Technology 4 (+4)

Offense Initiative +3, Knee Strike +4 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife Hand +4 (Close Damage 3, Empowered Critical); Mystic Ninjutsu Ninja-To +6 (Close Damage 4); Mystic Ninjutsu Unarmed +6 (Close Damage 2); Ninja-To +2 (Close Damage 4); Shuriken +3 (Ranged Damage 1, Multiattack); Sweep +8 (Close Affliction 6, Parry –5); Unarmed +2 (Close Damage 2)

Defense Dodge 6, Parry 4, Fortitude 3, Toughness 3/2 **, Will 1

Totals Abilities 22 – Style Flaws 3 + Maneuvers 9 + Advantages 16 + Skills 23 + Defenses 7 =74

* See **Better Mousetrap 3e**

** Without Defensive Roll

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Beta

Height: Varies

Weight: Varies

Native Language: Japanese

THE OBIICHI

Only Genin that have proven their loyalty to the clan and their dark benefactors are ever elevated from the Obiichi into

this rank of power. During the Obini's initiation, the ninja undergoes his first exposure to the influence of the clan's mystical allies by exchanging a portion of his own humanity and life force for a small fraction of essence from a spirit of Beyond. Almost all of the ninja's humanity remains and so very little of his personality will have changed as a result.

None of the Shiryou—except perhaps the Chunin and the reclusive Jonin—know who or what the clan's mysterious "demon" benefactors truly are.

Obini ninja excel at assignments where stealth is of the utmost importance. As such, some of the best Obini will not be advanced to higher ranks due to the belief that the ninja's particular knack for stealth and silent murder may best serve the Shiryou by leaving the warrior where he is. Otherwise, Obini are generally the same as the Obiichi except for having more experience and undergoing the minor changes of the first essence mingling.

Shiryou Obini Template

81+ points

Shiryou Obini characters possess the following shared traits.

Abilities (20 points)

Strength 2 • *4 points*

Stamina 2 • *4 points*

Agility 3 • *6 points*

Dexterity 3 • *6 points*

Advantages (14 points)

Ambush • *1 point*

Close Attack 2 • *2 points*

Chokehold • *1 point*

Improved Concealment • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Stances • *1 point*

Sneak Attack * • *1 point*

Weapon Element 2 (Dagger/Knife, Select One from Mystic Ninjutsu) • *2 points*

Skills (20 points)

Acrobatics 6 •*3 points*



Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 4 • *2 points*

Deception 2 • *1 point*

Expertise: Martial Arts 5 • *2.5 points*

Expertise: Survival (AWE) 3 • *1.5 points*

Expertise: Tactics 3 • *1.5 points*

Expertise: Theology & Philosophy (AWE/INT) 1 • *0.5 points*

Sleight of Hand 2 • *1 point*

Stealth 5 • *2.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (8+ points)

Ear Shot • *points varies*

Knee Strike • *2 points*

Knife Hand • *1 point*

Sweep • *2 points*

Throw • *3 points*

Advanced Mystic Ninjutsu Maneuvers (14 points)

Blind-Fighting • *2 points*

Eagle Eye Aim 2 • *1 point*

Nerve Strike 2 • *3 points*

Phantom Path • *8 points*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Powers (2 points)

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Defenses (6 points)

Dodge +3 • *3 points*

Parry +3 • *3 points*

Complications

Dark Influence: The ninja has undergone a slight change by absorbing some manner of dark, arcane essence. This carries the faint taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obini

PL7 • 105 points

Abilities Str 2, Sta 2, Agl 3, Dex 3, Fgt 1, Int 0, Awe 1, Pre –1

Powers **Shiryou Senses** Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes)

Equipment Climbing gear, black camo suit, ninja-to, shuriken

Mystic Ninjitsu (Initiate)

Style Extras None

Style Flaws Demanding 3 (14 hours, –2) • *–3 points*

Weapon Elements Unarmed, Dagger/Knife, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Improved Concealment, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Stances, Sneak Attack *, Weapon Element 2 (Dagger/Knife, Sword)

Basic Maneuvers Ear Shot, Knee Strike, Knife Hand, Sweep, Throw

Advanced Maneuvers Blind-Fighting, Eagle Eye Aim 2, Nerve Strike 2, Phantom Path

Advantages Close Attack 2, Defensive Roll, Equipment 3, Instant Up, Languages 2 (English, Shiryou Codes and Symbols)

Skills Acrobatics 7 (+10), Athletics 5 (+7), Close Combat: Mystic Ninjutsu 4 (+5), Deception 5 (+4), Expertise: Martial Arts 5 (+5), Expertise: Survival (AWE) 4 (+5), Expertise: Tactics 3 (+3), Expertise: Theology & Philosophy (AWE/INT) 1 (+2/+1), Perception 3 (+4), Sleight of Hand 5 (+8), Stealth 8 (+11), Technology 4 (+4)

Offense Initiative +3, Ear Shot +3 ** (Close Damage 1; Affliction 4; Affliction 4); Knee Strike +5 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife Hand +5 (Close Damage 3, Empowered Critical); Mystic Ninjutsu Ninja-To +7 (Close Damage 4); Mystic Ninjutsu Unarmed +7 (Close Damage 2); Ninja-To +3 (Close Damage 4); Shuriken +3 (Ranged Damage 1, Multiattack); Sweep +9 (Close Affliction 6, Parry –5); Throw +5 * (Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +3 (Close Damage 2)

Defense Dodge 6, Parry 4, Fortitude 3, Toughness 3/2 ‡, Will 1

Totals Abilities 22 + Powers 2 – Style Flaws 3 + Maneuvers 31 + Advantages 19 + Skills 27 + Defenses 7 = 105

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

‡ Without Defensive Roll

Dark Influence: The ninja has undergone a slight change by absorbing some manner of dark, arcane essence. This carries the faint taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Beta-D

Height: Varies

Weight: Varies

Native Language: Japanese

THE OBISAN

The Obisan undergo the second demonic essence transfer ritual, transforming these Genin into warriors as suited for direct combat as they are stealthy assassination or subterfuge. Obisan ninja lead small teams of Obiichi into battle, form strike forces unto themselves, or act on their own to carry out the assassination of moderately secure targets.

Shiryou Obisan Template

116+ points

Shiryou Obisan characters possess the following shared traits.

Abilities (26 points)

Strength 3 • *6 points*

Stamina 3 • *6 points*

Agility 3 • *6 points*

Dexterity 3 • *6 points*

Intellect 1 • *2 points*

Advantages (31 points)

Ambush • *1 point*

Close Attack 5 • *5 points*

Chokehold • *1 point*

Deceptive Attack (Knife Hand) • *1 point*

Finesse Attack (Sword) • *1 point*

First Strike • *1 point*

Improved Concealment • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Stances • *1 point*

Mystic Ninjutsu Student • *1 point*

Neckbreaker • *1 point*

Parkour • *1 point*

Ranged Attack 3 • *3 points*

Sneak Attack * • *1 point*

Takedown • *1 point*

Weapon Element 6 (Chain Weapons, Polearm, Short Bladed Weapons, Shuku, Staff, Select One from Mystic Ninjutsu) • *6 points*

Skills (24 points)

Acrobatics 6 •*3 points*

Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 4 • *2 points*

Deception 4 • *2 points*

Expertise: Martial Arts 5 • *2.5 points*

Expertise: Survival (AWE) 3 • *1.5 points*

Expertise: Tactics 3 • *1.5 points*

Expertise: Theology & Philosophy (AWE/INT) 2 • *1 point*

Sleight of Hand 5 • *2.5 points*

Stealth 7 • *3.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (8+ points)

Ear Shot • *points varies*

Elbow Strike • *points varies*

Knee Strike • *2 points*

Knife Hand • *1 point*

Sweep • *2 points*

Throw • *3 points*

Advanced Mystic Ninjutsu Maneuvers (17 points)

Blind-Fighting • *2 points*

Eagle Eye Aim 2 • *1 point*

Nerve Strike 2 • *3 points*

Phantom Path • *8 points*

Shadow Stepping 3 • *3 points*

Style Extras (1 point)

Esoteric • *1 point*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Powers (6 points)

Dark Strength: Enhanced Strength 4, Limited to Lifting and Resisting Grabs • *4 points*

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Defenses (6 points)

Dodge +3 • *3 points*

Parry +3 • *3 points*

Complications

Dark Influence: The ninja has undergone a change by absorbing some manner of dark, arcane essence. This carries the taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obisan

PL8 • 149 points

Abilities Str 3, Sta 3, Agl 3, Dex 3, Fgt 1, Int 1, Awe 1, Pre –1

Powers **Dark Strength** Enhanced Strength 4, Limited to Lifting and Resisting Grabs • **Shiryou Senses** Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes)

Equipment Climbing gear, black camo suit, ninja-to, shuriken, submachine gun

Mystic Ninjitsu (Student)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2) • *–3 points*

Weapon Elements Unarmed, Chain Weapons, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Deceptive Attack (Knife Hand), Finesse Attack (Sword), First Strike, Improved Concealment, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Stances, Mystic Ninjutsu Student, Neckbreaker, Parkour, Sneak Attack *, Takedown, Weapon Element 6 (Chain Weapons, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers Ear Shot, Elbow Strike, Knee Strike, Knife Hand, Sweep, Throw

Advanced Maneuvers Blind-Fighting, Eagle Eye Aim 2, Nerve Strike 2, Phantom Path, Shadow Stepping 3

Advantages Close Attack 5, Defensive Roll, Equipment 6, Instant Up, Languages 2 (English, Shiryou Codes and Symbols), Ranged Attack 3

Skills Acrobatics 7 (+10), Athletics 5 (+8), Close Combat: Mystic Ninjutsu 4 (+5), Deception 7 (+6), Expertise: Martial Arts 5 (+6), Expertise: Survival (AWE) 4 (+5), Expertise: Tactics 3 (+4), Expertise: Theology & Philosophy (AWE/INT) 2 (+3/+3), Intimidation 4 (+3), Perception 4 (+5), Sleight of Hand 7 (+10), Stealth 10 (+13), Technology 4 (+5)

Offense Initiative +3, Ear Shot +8 ** (Close Damage 1; Affliction 4; Affliction 4); Elbow Strike +12 (Close Damage 3, Grab Breaker); Knee Strike +10 (Close Damage 4, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife Hand +10 (Close Damage 4, Empowered Critical); Mystic Ninjutsu Ninja-To +12 (Close Damage 5); Mystic Ninjutsu Unarmed +12 (Close Damage 3); Ninja-To +6 (Close Damage 5); Shuriken +6 (Ranged Damage 1, Multiattack); Submachine Gun +6 (Ranged Damage 4, Multiattack); Sweep +14 (Close Affliction 6, Parry –5); Throw +10 * (Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +6 (Close Damage 3)

Defense Dodge 6, Parry 4, Fortitude 4, Toughness 4/3 ‡, Will 1

Totals Abilities 28 + Powers 6 + Style Extras 1 – Style Flaws 3 + Maneuvers 38 + Advantages 39 + Skills 33 + Defenses 7 = 149

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

‡ Without Defensive Roll

Dark Influence: The ninja has undergone a change by absorbing some manner of dark, arcane essence. This carries the taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Gamma-D

Height: Varies

Weight: Varies

Native Language: Japanese

THE OBISHI

Shiryou of this rank are the first to display physical signs of their lessening humanity, and as such Obishi Genin look somewhat like demon martial artists. Their skin seems drawn against their bones and takes on a blood-red tone. Ironically, they often wear somewhat traditional Japanese Shikami (demon masks) to enhance their terrifying presence while keeping their true demonic nature secret. These Genin are now something other than human, in appearance as well as ability.

The Obishi often serve as intermediaries with clients because they are so imposing. They also undertake jobs considered too tough or significant to leave in the hands of a lesser Genin, using their combination of deadly ninjutsu and hellish powers to deadly effect.

Shiryou Obishi Template

153+ points

Shiryou Obishi characters possess the following shared traits.

Abilities (30 points)

Strength 3 • *6 points*

Stamina 3 • *6 points*

Agility 4 • *8 points*

Dexterity 4 • *8 points*

Intellect 1 • *2 points*

Advantages (36 points)

Ambush • *1 point*

Close Attack 5 • *5 points*

Chokehold • *1 point*

Deceptive Attack (Knife Hand) • *1 point*

Duck and Cover • *1 point*

Evasion • *1 point*

Finesse Attack (Sword) • *1 point*

First Strike • *1 point*

Hide in Plain Sight • *1 point*

Improved Concealment • *1 point*

Improved Escape • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Stances • *1 point*

Mystic Ninjutsu Student • *1 point*

Neckbreaker • *1 point*

Parkour • *1 point*

Ranged Attack 3 • *3 points*

Sneak Attack * • *1 point*

Takedown • *1 point*

Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword) • *7 points*

Skills (24 points)

Acrobatics 6 •*3 points*

Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 4 • *2 points*

Deception 4 • *2 points*

Expertise: Martial Arts 5 • *2.5 points*

Expertise: Survival (AWE) 3 • *1.5 points*

Expertise: Tactics 3 • *1.5 points*

Expertise: Theology & Philosophy (AWE/INT) 2 • *1 point*

Sleight of Hand 5 • *2.5 points*

Stealth 7 • *3.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (14+ points)

Ear Shot • *points varies*

Elbow Strike • *points varies*

Jump Kick • *2 points*

Knee Strike • *2 points*

Knife Hand • *1 point*

Roundhouse Kick, Full • *3 points*

Snap Kick • *1 point*

Sweep • *2 points*

Throw • *3 points*

Advanced Mystic Ninjutsu Maneuvers (22 points)

Blind-Fighting • *2 points*

Eagle Eye Aim 2 • *1 point*

Mystic Invisibility • *2 points*

Nerve Strike 2 • *3 points*

Phantom Path • *8 points*

Shadow Stepping 3 • *3 points*

Tree Stepping 1 • *3 points*

Style Extras (1 point)

Esoteric • *1 point*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Powers (22 points)

Dark Durability: Protection 2 • *2 points*

Dark Presence: Perception (Visual) Area Affliction 2 (Resisted by Will; Impaired, Disabled, Paralyzed) • *4 points*

Dark Strength: Enhanced Strength 4, Limited to Lifting and Resisting Grabs • *4 points*

Hellfire: Ranged Damage 2, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 3, Limited to Sight • *7 points*

Jumping: Leaping 3 • *3 points*

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Defenses (7 points)

Dodge +4 • *4 points*

Parry +3 • *3 points*

Complications

Dark Influence: The ninja has begun to undergo significant changes due to absorbing some manner of dark, arcane essence. This carries the taint of dark, supernatural evil and they have started to appear somewhat demonic.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obishi

PL8 • 187 points

Abilities Str 3, Sta 3, Agl 4, Dex 4, Fgt 1, Int 1, Awe 1, Pre 0

Powers **Dark Durability** Protection 2 • **Dark Presence** Perception (Visual) Area Affliction 2 (Resisted by Will; Impaired, Disabled, Paralyzed) • **Dark Strength** Enhanced Strength 4, Limited to Lifting and Resisting Grabs • **Hellfire** Ranged Damage 2, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 3, Limited to Sight • **Jumping** Leaping 3 • **Shiryou Senses** Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes)

Equipment Climbing gear, black camo suit, ninja-to, shuriken

Mystic Ninjitsu (Student)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2) • –3 *points*

Weapon Elements Unarmed, Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Deceptive Attack (Knife Hand), Duck and Cover, Evasion, Finesse Attack (Sword), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Stances, Mystic Ninjutsu Student, Neckbreaker, Parkour, Sneak Attack *, Takedown, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers Ear Shot, Elbow Strike, Jump Kick, Knee Strike, Knife Hand, Roundhouse Kick (Full), Snap Kick, Sweep, Throw

Advanced Maneuvers Blind-Fighting, Eagle Eye Aim 2, Mystic Invisibility, Nerve Strike 2, Phantom Path, Shadow Stepping 3

Advantages Close Attack 5, Defensive Roll, Equipment 3, Instant Up, Languages 2 (English, Shiryou Codes and Symbols), Ranged Attack 3

Skills Acrobatics 8 (+12), Athletics 6 (+9), Close Combat: Mystic Ninjutsu 4 (+5), Deception 7 (+7), Expertise: Martial Arts 5 (+6), Expertise: Survival (AWE) 4 (+5), Expertise: Tactics 3 (+4), Expertise: Theology & Philosophy (AWE/INT) 2 (+3/+3), Intimidation 6 (+6), Perception 4 (+5), Sleight of Hand 7 (+11), Stealth 10 (+14), Technology 4 (+5)

Offense Initiative +4, Blinding Flash +7 (Cumulative Ranged Affliction 3); Ear Shot +8 ** (Close Damage 1; Affliction 4; Affliction 4); Elbow Strike +12 (Close Damage 3, Grab Breaker); Knee Strike +10 (Close Damage 4, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Hellfire +7 (Ranged Damage 2); Jump Kick +10 (Close Damage 7, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4); Knife Hand +10 (Close Damage 4, Empowered Critical); Mystic Ninjutsu Ninja-To +12 (Close Damage 6); Mystic Ninjutsu Unarmed +12 (Close Damage 3); Ninja-To +6 (Close Damage 6); Roundhouse Kick, Full +10 (Close Damage 6, Empowered Critical 2, Parry–2); Shuriken +7 (Ranged Damage 1, Multiattack); Snap Kick +14 (Close Damage 4, Push Over); Sweep +14 (Close Affliction 6, Parry –5); Throw +10 * (Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +6 (Close Damage 3)

Defense Dodge 8, Parry 4, Fortitude 4, Toughness 6/5 ‡, Will 1

Totals Abilities 34 + Powers 22 + Style Extras 1 – Style Flaws 3 + Maneuvers 49 + Advantages 41 + Skills 35 + Defenses 8 = 187

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

‡ Without Defensive Roll

Dark Influence: The ninja has begun to undergo significant changes due to absorbing some manner of dark, arcane essence. This carries the strong taint of dark, supernatural evil and they have started to appear somewhat demonic.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Gamma-D

Height: Varies

Weight: Varies

Native Language: Japanese

THE OBIGO

Besides the Chunin of the Obiroku and the Jonin, the Obigo ninja are the deadliest of the Shiryou clan. These assassins only operate with Genin of lesser rank in the direst of situations, and rarely on their own in groups larger than pairs. Their powers make the Obigo ideally suited for combating metahumans and assassinating even the most secure targets.

The Obigo are yet more demonic in their appearance, as their otherworldly aspects become increasingly prominent. For example, they often have bone-like growths resembling horns along their brow and jaw lines, sharpened and elongated fangs, and tapering, claw-like fingernails. Their eyes also burn a fiery red.

Shiryou Obigo Template

212+ points

Shiryou Obigo characters possess the following shared traits.

Abilities (46 points)

Strength 3 • *6 points*

Stamina 3 • *6 points*

Agility 5 • *10 points*

Dexterity 5 • *10 points*

Fighting 2 • *4 points*

Intellect 2 • *4 points*

Awareness 2 • *4 points*

Presence 1 • *2 points*

Advantages (43 points)

Ambush • *1 point*

Close Attack 5 • *5 points*

Chokehold • *1 point*

Deceptive Attack 2 (Knife Hand, Jump Kick) • *2 points*

Defensive Throw • *1 point*

Duck and Cover • *1 point*

Escapist • *1 point*

Evasion • *1 point*

Finesse Attack 2 (Jump Kick, Sword) • *2 points*

First Strike • *1 point*

Hide in Plain Sight • *1 point*

Improved Concealment • *1 point*

Improved Escape • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Master • *1 point*

Mystic Ninjutsu Stances • *1 point*

Mystic Ninjutsu Student • *1 point*

Neckbreaker • *1 point*

Parkour • *1 point*

Ranged Attack 3 • *3 points*

Sneak Attack * • *1 point*

Startle • *1 point*

Takedown • *1 point*

Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword) • *8 points*



Skills (26 points)

Acrobatics 6 •*3 points*

Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 4 • *2 points*

Deception 6 • *3 points*

Expertise: Martial Arts 7 • *3.5 points*

Expertise: Survival (AWE) 3 • *1.5 points*

Expertise: Tactics 3 • *1.5 points*

Expertise: Theology & Philosophy (AWE/INT) 2 • *1 point*

Sleight of Hand 5 • *2.5 points*

Stealth 7 • *3.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (14+ points)

Ear Shot • *points varies*

Elbow Strike • *points varies*

Jump Kick • *2 points*

Knee Strike • *2 points*

Knife Hand • *1 point*

Roundhouse Kick, Full • *3 points*

Snap Kick • *1 point*

Sweep • *2 points*

Throw • *3 points*

Advanced Mystic Ninjutsu Maneuvers (25 points)

Blind-Fighting • *2 points*

Blinding Strike 3 • *3 points*

Eagle Eye Aim 2 • *1 point*

Mystic Invisibility • *2 points*

Nerve Strike 2 • *3 points*

Phantom Path • *8 points*

Shadow Stepping 3 • *3 points*

Tree Stepping 1 • *3 points*

Style Extras (1 point)

Esoteric • *1 point*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Powers (52 points)

Dark Durability: Protection 4 • *4 points*

Dark Healing: Regeneration 10, Persistent • *20 points*

Dark Presence: Perception (Visual) Area Affliction 2 (Resisted by Will; Impaired, Disabled, Paralyzed) • *4 points*

Dark Strength: Enhanced Strength 4, Limited to Lifting and Resisting Grabs • *4 points*

Hellfire: Ranged Damage 6, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 7, Limited to Sight • *15 points*

Jumping: Leaping 3 • *3 points*

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Defenses (8 points)

Dodge +4 • *4 points*

Parry +4 • *4 points*

Complications

Dark Influence: The ninja has begun to undergo significant changes due to absorbing some manner of dark, arcane essence. This carries the strong taint of dark, supernatural evil and their appearance has taken on distinctly demonic aspects.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obigo

PL10 • 248 points

Abilities Str 3, Sta 3, Agl 5, Dex 5, Fgt 3, Int 2, Awe 2, Pre 1

Powers **Dark Durability** Protection 4 • **Dark Healing** Regeneration 10, Persistent • **Dark Presence** Perception (Visual) Area Affliction 2 (Resisted by Will; Impaired, Disabled, Paralyzed) • **Dark Strength** Enhanced Strength 4, Limited to Lifting and Resisting Grabs • **Hellfire** Ranged Damage 6, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 7, Limited to Sight • **Jumping** Leaping 3 • **Shiryou Senses** Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes)

Equipment Climbing gear, black camo suit, ninja-to, shuriken

Mystic Ninjitsu (Master)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2) • *–3 points*

Weapon Elements Unarmed, Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Deceptive Attack 2 (Knife Hand, Jump Kick), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Jump Kick, Sword), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Master, Mystic Ninjutsu Stances, Mystic Ninjutsu Student, Neckbreaker, Parkour, Sneak Attack *, Startle, Takedown, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers Ear Shot, Elbow Strike, Jump Kick, Knee Strike, Knife Hand, Roundhouse Kick (Full), Snap Kick, Sweep, Throw

Advanced Maneuvers Blind-Fighting, Blinding Strike 3, Eagle Eye Aim 2, Mystic Invisibility, Nerve Strike 2, Phantom Path, Shadow Stepping 3

Advantages Close Attack 5, Cunning Fighter, Defensive Roll, Equipment 3, Improved Initiative, Instant Up, Languages 2 (English, Shiryou Codes and Symbols), Ranged Attack 3

Skills Acrobatics 10 (+15), Athletics 6 (+9), Close Combat: Mystic Ninjutsu 4 (+7), Deception 9 (+10), Expertise: Martial Arts 7 (+9), Expertise: Survival (AWE) 4 (+6), Expertise: Tactics 3 (+5), Expertise: Theology & Philosophy (AWE/INT) 2 (+4/+4), Intimidation 6 (+7), Perception 4 (+6), Sleight of Hand 7 (+11), Stealth 10 (+15), Technology 4 (+6)

Offense Initiative +9, Blinding Flash +8 (Cumulative Ranged Affliction 7); Blinding Strike +14 (Cumulative Affliction 3, Limited to Vision); Ear Shot +10 ** (Close

Damage 1; Affliction 4; Affliction 4); Elbow Strike +14 (Close Damage 3, Grab Breaker); Knee Strike +12 (Close Damage 4, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Hellfire +8 (Ranged Damage 6); Jump Kick +12 (Close Damage 9, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4); Knife Hand +12 (Close Damage 4, Empowered Critical); Mystic Ninjutsu Ninja-To +14 (Close Damage 7); Mystic Ninjutsu Unarmed +14 (Close Damage 3); Ninja-To +8 (Close Damage 7); Roundhouse Kick, Full +12 (Close Damage 6, Empowered Critical 2, Parry–2); Shuriken +8 (Ranged Damage 1, Multiattack); Snap Kick +16 (Close Damage 4, Push Over); Sweep +16 (Close Affliction 6, Parry –5); Throw +12 * (Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +8 (Close Damage 3)

Defense Dodge 9, Parry 7, Fortitude 6, Toughness 8/7 ‡, Will 2

Totals Abilities 48 + Powers 52 + Style Extras 1 – Style Flaws 3 + Maneuvers 52 + Advantages 49 + Skills 38 + Defenses 11 = 248

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

‡ Without Defensive Roll

Dark Influence: The ninja has begun to undergo significant changes due to absorbing some manner of dark, arcane essence. This carries the strong taint of dark, supernatural evil and their appearance has taken on distinctly demonic aspects.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Gamma-D

Height: Varies

Weight: Varies

Native Language: Japanese

THE OBIROKU

Topmost of the Shiryou's ranks, the Obiroku rule the lower circles with the iron fist of total discipline and loyalty. The Obiroku's five Chunin are responsible for keeping the clan under control and assigning missions that best serve their master, the lone Jonin. There is a constant struggle amongst the Obiroku as each master vies for more power, but this rivalry remains concealed and private, never interfering with the clan's proper functioning.

These ninja will rarely get personally involved in a mission and even then only when it is of the utmost significance to the clan's grand designs or those of their secret allies. (Or if a client is paying them enough to demand so—a rare occasion indeed). An Obiroku is a match for most typical metahumans thanks to their paranormally granted abilities and martial talents, transforming them into lethal instruments of death. Only the Jonin is more deadly.

The demonic infusion an Obiroku undergoes twists their physical appearance further. It distorts their voices into a throaty rumble and alters their faces to closely resemble the visage portrayed on a Shikami mask. Their hair also turns ghost white and is usually let to grow long to either hang wildly or be tied back in a ponytail or topknot.

Shiryou Obiroku Template

244+ points

Shiryou Obiroku characters possess the following shared traits.

Abilities (56 points)

Strength 4 • *8 points*

Stamina 4 • *8 points*

Agility 5 • *10 points*

Dexterity 5 • *10 points*

Fighting 2 • *4 points*

Intellect 3 • *6 points*

Awareness 3 • *6 points*

Presence 2 • *4 points*

Advantages (43 points)

Ambush • *1 point*

Close Attack 5 • *5 points*

Chokehold • *1 point*

Deceptive Attack 2 (Knife Hand, Jump Kick) • *2 points*

Defensive Throw • *1 point*

Duck and Cover • *1 point*

Escapist • *1 point*

Evasion • *1 point*

Finesse Attack 2 (Jump Kick, Sword) • *2 points*

First Strike • *1 point*

Hide in Plain Sight • *1 point*

Improved Concealment • *1 point*

Improved Escape • *1 point*

Instant Up • *1 point*

Languages (Shiryou Codes and Symbols) • *1 point*

Lie in Wait • *1 point*

Martial Defense • *1 point*

Mystic Ninjutsu Initiate • *1 point*

Mystic Ninjutsu Master • *1 point*

Mystic Ninjutsu Stances • *1 point*

Mystic Ninjutsu Student • *1 point*

Neckbreaker • *1 point*

Parkour • *1 point*

Ranged Attack 4 • *4 points*

Sneak Attack * • *1 point*

Startle • *1 point*

Takedown • *1 point*

Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword) • *8 points*

Skills (27 points)

Acrobatics 6 •*3 points*

Athletics 5 • *2.5 points*

Close Combat: Mystic Ninjutsu 6 • *3 points*

Deception 6 • *3 points*

Expertise: Martial Arts 7 • *3.5 points*

Expertise: Survival (AWE) 3 • *1.5 points*

Expertise: Tactics 3 • *1.5 points*

Expertise: Theology & Philosophy (AWE/INT) 2 • *1 point*

Sleight of Hand 5 • *2.5 points*

Stealth 7 • *3.5 points*

Technology 4 • *2 points*

Basic Mystic Ninjutsu Maneuvers (14+ points)

Ear Shot • *points varies*

Elbow Strike • *points varies*

Jump Kick • *2 points*

Knee Strike • *2 points*

Knife Hand • *1 point*

Roundhouse Kick, Full • *3 points*

Snap Kick • *1 point*

Sweep • *2 points*

Throw • *3 points*

Advanced Mystic Ninjutsu Maneuvers (25 points)

Blind-Fighting • *2 points*

Blinding Strike 3 • *3 points*

Eagle Eye Aim 2 • *1 point*

Mystic Invisibility • *2 points*

Nerve Strike 2 • *3 points*

Phantom Path • *8 points*

Shadow Stepping 3 • *3 points*

Tree Stepping 1 • *3 points*

Style Extras (1 point)

Esoteric • *1 point*

Style Flaws (–3 points)

Demanding 3 (14 hours, –2) • *–3 points*

Powers (72 points)

Dark Durability: Protection 4 • *4 points*

Dark Healing: Regeneration 10, Persistent • *20 points*

Dark Presence: Perception (Visual) Area Affliction 4 (Resisted by Will; Impaired, Disabled, Paralyzed) • *8 points*

Dark Strength: Enhanced Strength 4, Limited to Lifting and Resisting Grabs • *4 points*

Death Touch: Cumulative Affliction 6 (Resisted by Fortitude; Impaired, Disabled, Dying) • *12 points*

Hellfire: Ranged Damage 8, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 9, Limited to Sight • *19 points*

Jumping: Leaping 3 • *3 points*

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Defenses (9 points)

Dodge +4 • *4 points*

Parry +5 • *5 points*

Complications

Dark Influence: Due to absorbing some manner of dark, arcane essence, the ninja now appears and sounds unmistakably demonic. This carries the pervasive taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

* See **Better Mousetrap 3e**

Typical Shiryou Obiroku

PL11 • 285 points

Abilities Str 4, Sta 4, Agl 5, Dex 5, Fgt 3, Int 3, Awe 3, Pre 2

Powers **Dark Durability** Protection 4 • **Dark Healing** Regeneration 10, Persistent • **Dark Presence** Perception (Visual) Area Affliction 4 (Resisted by Will; Impaired, Disabled, Paralyzed) • **Dark Strength** Enhanced Strength 4, Limited to Lifting and Resisting Grabs • **Death Touch** Cumulative Affliction 6 (Resisted by Fortitude; Impaired, Disabled, Dying) • **Hellfire** Ranged Damage 8, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 9, Limited to Sight • **Jumping** Leaping 3 • **Shiryou Senses** Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes)

Equipment Climbing gear, black camo suit, ninja-to, shuriken

Mystic Ninjitsu (Master)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2) • –3 *points*

Weapon Elements Unarmed, Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Deceptive Attack 2 (Knife Hand, Jump Kick), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Jump Kick, Sword), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Master, Mystic Ninjutsu Stances, Mystic Ninjutsu Student, Neckbreaker, Parkour, Sneak Attack *, Startle, Takedown, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers Ear Shot, Elbow Strike, Jump Kick, Knee Strike, Knife Hand, Roundhouse Kick (Full), Snap Kick, Sweep, Throw

Advanced Maneuvers Blind-Fighting, Blinding Strike 3, Eagle Eye Aim 2, Mystic Invisibility, Nerve Strike 2, Phantom Path, Shadow Stepping 3

Advantages Close Attack 5, Cunning Fighter, Defensive Roll, Equipment 3, Improved Initiative, Instant Up, Languages 2 (English, Shiryou Codes and Symbols), Ranged Attack 4

Skills Acrobatics 10 (+15), Athletics 6 (+10), Close Combat: Mystic Ninjutsu 6 (+9), Deception 9 (+11), Expertise: Martial Arts 7 (+10), Expertise: Survival (AWE) 4 (+7), Expertise: Tactics 5 (+8), Expertise: Theology & Philosophy (AWE/INT) 2 (+5/+5), Intimidation 6 (+8), Perception 4 (+7), Sleight of Hand 7 (+12), Stealth 12 (+17), Technology 4 (+7)

Offense Initiative +9, Blinding Flash +9 (Cumulative Ranged Affliction 7); Blinding Strike +16 (Cumulative Affliction 3, Limited to Vision); Death Touch +8 (Close Affliction 6); Ear Shot +12 ** (Close Damage 1; Affliction 4; Affliction 4); Elbow Strike +16 (Close Damage 4, Grab Breaker); Knee Strike +14 (Close Damage 5, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Hellfire +9 (Ranged Damage 6); Jump Kick +14 (Close Damage 9, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4); Knife Hand +14 (Close Damage 5, Empowered Critical); Mystic Ninjutsu Ninja-To +16 (Close Damage 7); Mystic Ninjutsu Unarmed +16 (Close Damage 4); Ninja-To +8 (Close Damage 7); Roundhouse Kick, Full +12 (Close Damage 7, Empowered Critical 2, Parry–2); Shuriken +9 (Ranged Damage 1, Multiattack); Snap Kick +16 (Close Damage 5, Push Over); Sweep +18 (Close Affliction 6, Parry –5); Throw +14 * (Grab-Based Close Damage 8, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +8 (Close Damage 4)

Defense Dodge 9, Parry 8, Fortitude 7, Toughness 9/8 ‡, Will 5

Totals Abilities 58 + Powers 72 + Style Extras 1 – Style Flaws 3 + Maneuvers 52 + Advantages 50 + Skills 41 + Defenses 14 = 285

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

‡ Without Defensive Roll

Dark Influence: Due to absorbing some manner of dark, arcane essence, the ninja now appears and sounds unmistakably demonic. This carries the pervasive taint of dark, supernatural evil.

One of Us: To be a member of the Shiryou is to give oneself wholly to the clan. The clan's well-being and desires come before all things, including the individual's very survival.

Threat Level: Delta-D

Height: Varies

Weight: Varies

Native Language: Japanese

Ryuujin the Dragon King PL12

Abilities

STRENGTH	5	FIGHTING	8
STAMINA	4	INTELLECT	4
AGILITY	6	AWARENESS	3
DEXTERITY	6	PRESENCE	2

Powers

Dark Durability: Impervious Protection 6; Impervious Toughness 4 • *16 points*

Dark Healing: Regeneration 15, Persistent • *30 points*

Dark Presence: Perception (Visual) Area Affliction 4 (Resisted by Will; Impaired, Disabled, Paralyzed) • *8 points*

Dark Strength: Enhanced Strength 4, Limited to Lifting and Resisting Grabs • *4 points*

Death Touch: Cumulative Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Dying) • *16 points*

Feed on Will: Weaken Will 4; Enhanced Strength 4, Enhanced Stamina 4, Enhanced Fighting 4, Fades, Limited to Maximum Ranks equal to Will Ranks Currently Weakened • *10 points*

Geomancy: Array (26 points)

Possess Statue: Summon Animated Statue 10, Controlled, Limited to Available Objects, Limited to Stone and Marble; Insubstantial 4 (Affected by Magic), Limited to Merging with Possessed Object • *26 points*

• **Detect Ley Line:** Senses 5 (Mental; Detect Geomancy Energy, Accurate, Radius, Ranged), Expertise: Geomancy Check Required • *1 point*

• **Draw from the Earth:** Enhanced Toughness 4, Fades; Weaken Geomancy Traits 4 (Resisted by Will), Affects Objects, Broad, Expertise: Geomancy Check Required • *1 point*

• **Ley Line Stepping:** Teleport 11, Accurate, Expertise: Geomancy Check Required, Medium (Ley Lines) • *1 point*

• **Stance of the Earth Dragon:** Enhanced Acrobatics 9, Activation (Move Action), Expertise: Geomancy Check Required, Limited to Resisting Knockback and Trip Attacks • *1 points*

Hellfire: Ranged Damage 8, Affects Insubstantial 2—**AE: Blinding Flash** Cumulative Ranged Affliction 9, Limited to Sight • *19 points*

Jumping: Leaping 5 • *5 points*

Shiryou Senses: Senses 3 (Danger Sense, Darkvision), Noticeable (Glowing Eyes) • *2 points*

Timeless: Immortality 4 (Death by Burning Headless Corpse); Feature 1 (Ageless) • *9 points*

World Speak: Comprehend 3 (Languages; Speak, Understand, Read) • *6 points*

Mystic Ninjutsu (Grandmaster)

Style Extras

Esoteric

Style Flaws

Demanding 3 (14 hours, –2)

Weapon Elements

Unarmed (default), Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword

Style Stances

Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages

Ambush, Chokehold, Deceptive Attack 2 (Knife Hand, Jump Kick), Defensive Throw, Duck and Cover, Escapist, Evasion, Finesse Attack 2 (Jump Kick, Sword), First Strike, Hide in Plain Sight, Improved Concealment, Improved Escape, Lie in Wait, Martial Defense, Mystic Ninjutsu Initiate, Mystic Ninjutsu Master, Mystic Ninjutsu Stances, Mystic Ninjutsu Student, Neckbreaker, Parkour, Sneak Attack *, Startle, Takedown, Weapon Element 7 (Chain Weapons, Nekode, Polearm, Short Bladed Weapons, Shuko, Staff, Sword)

Basic Maneuvers

Basic Unarmed Attacks (0 pts), Ear Shot (10 pts), Elbow Strike (6 pts), Jump Kick (2 pts), Knee Strike (2 pts), Knife Hand (1 pt), Roundhouse Kick (Full) (3 pts), Snap Kick (1 pt), Sweep (2 pts), Throw (3 pts)

Advanced Maneuvers

Blind Fighting (2 pts), Blinding Strike 3 (3 pts), Eagle Eye Aim 2 (1 pt), Mystic Invisibility (2 pts), Nerve Strike 2 (3 pts), Phantom Path (8 pts), Shadow Stepping 3 (3 pts), Tree Stepping 1 (3 pts)

Equipment

Climbing gear, black camo suit, ninja-to, shuriken

Advantages

Benefit (Grandmaster), Cunning Fighter, Defensive Roll, Equipment 3, Improved Initiative, Instant Up, Languages 2 (English, Shiryou Codes and Symbols), Ranged Attack 4, Specialization * (Expertise: Martial Arts: mystic ninjutsu)

Skills

Acrobatics 12 (+18), Athletics 8 (+13), Close Combat: Mystic Ninjutsu 4 (+12), Deception 6 (+8), Expertise: Geomancy (AWE) 6 (+9), Expertise: Martial Arts 8 (+12), Expertise: Survival (AWE) 4 (+7), Expertise: Tactics 8 (+12), Expertise: Theology & Philosophy (AWE/INT) 4 (+7/+8), Intimidation 6 (+8), Perception 6 (+9), Sleight of Hand 8 (+14), Stealth 12 (+18), Technology 4 (+8)

Offense

Initiative +10	
Blinding Flash +10	Cumulative Ranged Affliction 9
Blinding Strike +14	Cumulative Affliction 3
Ear Shot +10 **	Close Damage 2; Affliction 4; Affliction 4
Elbow Strike +14	Close Damage 5, Grab Breaker
Hellfire +10	Ranged Damage 8
Jump Kick +12	Close Damage 10, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation (Move), Dodge –2, Push Over 4

Knee Strike +12	Close Damage 6, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3
Knife Hand +12	Close Damage 6, Empowered Critical
Mystic Ninjutsu Ninja-To +14	Close Damage 8
Mystic Ninjutsu Unarmed +14	Close Damage 5
Ninja-To +8	Close Damage 8
Roundhouse Kick, Full +12	Close Damage 8, Empowered Critical 2, Parry–2
Shuriken +10	Ranged Damage 1, Multiattack
Snap Kick +16	Close Damage 6, Push Over
Sweep +16	Close Affliction 6, Parry –5
Throw +12	Grab-Based Close Damage 9, Enhanced Knockback, Parry –2; Affliction 4
Unarmed +8	Close Damage 5

** Includes the –4 penalty to strike the head

Defense

Dodge	12	Fortitude	10
Parry	10	Toughness	11/10 ±
		Will	8

± Without Defensive Roll

Power Points

Style Extras	1	Style Flaws	–3
Basic Man.	30	Adv. Man	25
Abilities	76	Skills	48
Powers	155	Defenses	19
Advantages	47	**Total**	**398**

* See **Better Mousetrap 3e**

Complications

Dark Influence: Due to absorbing some manner of dark, arcane essence, the Dragon King registers as a creature of great supernatural evil to those capable of sensing such a thing. Even people and animals not normally capable of such perception can sense something is … wrong … with this ninja. They will feel uneasy around him without knowing why.

Geomantic Energy Dependence: When not in contact with the ground or another source of geomantic energy, the Expertise: Geomancy check to use the character's Geomancy increases its DC. The more difficult it is for Ryuujin to access this energy, the greater the DC modifier. If cut off entirely from such energy, Ryuujin is unable to employ his Geomancy magic.

Typical Dragon Statue

A typical animated stone dragon statue (such as those found throughout the Shiryou's hideouts) would have a Toughness of 5 and a Strength equal to a vehicle of the same size.

Real Name: Unknown

Aliases: Ryuujin, the Dragon King, the Serpent in the Shadow

Threat Level: Delta-D

Height: 6 ft. 1 in.

Weight: 180 lbs.

Native Language: Japanese

Typical Quote: Your soul is mine to do with as I please.

Occupation: Mysterious ninja clan leader

Base: Secret headquarters

Appearance

The Dragon King is a somewhat non-descript elder with long, snow white hair that is usually tied in a single braid or ponytail that reaches well past his waist. His lean strength and agility belie his obvious years. He usually wears little more than elegant, silk robes of fiery red and gilt dragon imagery. He will don more appropriate attire when he knows a fight is at hand.

Personality

Ryuujin is a master of patience and is *very* rarely be duped into rash action. He is a calculator and thinker as much as he is an efficient killer. He holds no regard for life so long as his goals are met. The ninja does, however, possess a twisted sense of honor; he has been known to allow worthy opponents to go free rather than killing them, and has never been known to break his word.

Powers & Abilities

This stealthy powerhouse very rarely gets personally involved in his clan's affairs, instead preferring to manipulate matters from the background through his Chunin, amassing and saving his power until it is vitally needed. When combat does beckon, the Jonin will attack with a flurry of combinations that use both ancient ninja techniques and mystical bombardment. Inexplicably, he also enjoys possessing dragon statues in a fight (hence his title, Dragon King), animating them as a majestic, blunt instrument against his foes even when his other abilities are better suited to the task at hand.

Allies

The Shiryou follow Ryuujin's commands without question, even if doing so means their death. It is also possible the ninja master can call upon the dark powers aligned with his clan, but whether this is possible and to what extent is up to the Gamemaster to determine. Beyond this, Ryuujin has no allies or friends beyond what is convenient at the moment.

Enemies

Ryuujin has had quite some time to earn quite a few enemies. There are individuals, organizations, and even nations

he has crossed paths with over the years that would like to see him dead.

Background

Ryuujin is the Shiryou clan's current Jonin—its master. Reliable information concerning Ryuujin is rare, even amongst his own organization. On those few occasions where his direct intervention in Shiryou business left witnesses, there was made a distinct impression the Jonin was only using a fraction of his abilities. He is definitely someone even the most devoted of heroes should worry about getting on the bad side of.

The Jonin has been the undisputed ruler of the Shiryou ninja clan for at least half a century and it doesn't look like he'll be dethroned anytime soon. Rumors abound about the mysterious ninja's true identity, but the most common story speculates he was the assassin who initially made the infamous deal with the forces of darkness, possibly making himself immortal in the process. If this is so, then Ryuujin is centuries old, a prospect that would go far towards explaining the Jonin's incredible power.



Caper Ideas

The following may give Gamemasters ideas on how to incorporate the Shiryou into their game.

Vendetta!

A player character's noteworthy martial arts school (such as an ancient monastery dedicated to spiritual enlightenment and good deeds) and the Shiryou have a long standing rivalry. This contention is based on a conflict deeply rooted in the history of both organizations (making the Opposing Style advantage ideal). As such, both the school and ninja clan consider the other to be great enemies and will work to oppose their rival's goals whenever possible.

As a student of the martial arts school, the player character is considered a part of the vendetta whether they like it or not. This means the Shiryou will keep popping up in their life, causing all sorts of trouble (including a rather nasty habit of trying to kill them). This will interfere with everything from the normalcy of the hero's secret identity (if they have one) to how they are able to act alongside their companions (a notable point considering the character's presence places their friends in the Shiryou's crosshairs). Aside from providing the heroes with a reason to tackle the Shiryou head on, this vendetta provides the Gamemaster with a means to move an unrelated story along with a little random demon ninja action.

Marked for Death

One (or more) of the heroes has unknowingly crossed the Shiryou or one of their clients in such an extreme fashion as to be marked for death. This means that no matter how long it takes or the cost to the clan, the Shiryou will keep sending ninja assassins after the player character until either the clan is no more or their target is dead and their soul is taken as a prize.

Although the marked player character will likely be able to carry on with relative normalcy for some while, the appearance of Shiryou assassins in their life should grow in frequency. This will continue until such a time as dealing with the ninja will become the focus of the game's current plot rather than merely acting as a diverting tangent. Simply waiting for the next wave of ninja to come knocking will no longer be viable, so the heroes will have to find some way to take the fight to the Shiryou on their own turf and either

do away with them all or (impossibly?) reach a compromise. Either way, it will have become apparent that the storm can no longer be waited out (and the Gamemaster may need to prod along players who feel otherwise by extreme means, such as killing off loved ones or the like).

When the Bill Comes Due

It would seem that Ryuujin has not been entirely honest with his brethren of the Shiryou ninja clan. For centuries these shadow assassins have been combining their life essence with that of some demonic power, thinking they were merely trading the souls of their victims for more power without realizing there was a much darker, insidious agenda at work. Having finally paid the tally of souls demanded by the clan's agreement, all those centuries before, the pact has reached its end.

The moment the final soul has been captured and sacrificed to the dark powers, every Shiryou that has gained even the smallest degree of otherworldly power as part of the clan's pact is painfully transformed into a malicious demon and what remained of their soul is burned up in the process. As rumored, Ryuujin did indeed script the Shiryou's pact with the dark forces, but he set himself up to be the ultimate benefactor. In return for allowing his ninja forces to one day become hosts to his foul benefactors, thus offering them the means to escape their hellish prison, Ryuujin would be infused with some of the power imparted by the many souls the ninjas had taken over the years. This process would empower him to transform into a god-like, immortal dragon using a ritual the demons shall perform soon after they assume control of their hosts.

If the heroes do not find the ritual's location and prevent it, Ryuujin will be transformed into a true Dragon King and his might will grow exponentially. He will then lead an army of demons in a bloody conquest across the face of the Earth.

THE WU SHENG ZHUA

The Wu Sheng Zhua ("Silent Claw") is a secret society founded by monks that fled Shambhala (pg 279) to China several centuries after the hidden kingdom's founding. The reason for their banishment is simple: the exiles (known in Shambhala as "They Who Fell into Darkness") developed a philosophy that pain and death (either their own or those of others) are the fastest means to enlightenment, a belief that directly contradicted that of Shambhala. As such, Wu Sheng Zhua members tend to be sadistic, hedonistic, sociopathic, and worse.

Since the Wu Sheng Zhua's inception all those many centuries ago, it has worked behind the scenes, manipulating many a government, first in Asia and then in Europe and the west as civilization expanded. Using agents known as



Shadows, this secret society penetrates every level of society, from lay workers to law enforcement and government officials. They sometimes leave these agents in place for decades or even generations, with the Wu Sheng Zhua's traditions and agendas passed on from parent to child. As one can imagine, aside from acquiring great power, this has allowed the Silent Claw to amass unimagined wealth that both perpetuates and sustains their various plans.

Thankfully for Shambhala's residents, the fleeing monks had no idea where the lost kingdom was precisely located. They had lived within its cavernous boundaries all their lives up until their exile and their flight was confused by constant, pounding snowstorms and the demands of survival. Although the Wu Sheng Zhua know their former home is somewhere in the Himalayan mountain ranges, the dark monks do not know where to begin looking.

Hierarchy

Wu Sheng Zhua is lorded over by a single grandmaster advised by a council of fifteen, each of which has risen from the ranks of Shadows or Talons and directly commands a region of the world in the grandmaster's name. This council rarely meets in its entirety, only doing so twice a year unless some grave matter of concern comes up and demands their collective attentions. However, when all is said and done, it is the grandmaster who rules. He devises the secret society's current activities and interprets the actions and plans of his predecessors to devise the best way to ensure their far-seeing designs are achieved.

Each grandmaster is elected from the existing council by secret ballot followed by a second vote elevating someone new from the ranks to complete their diminished number. Once elected, a grandmaster rules for life, which isn't necessarily as long as it sounds. Assassination and duels are com-

PL: 12

Leadership: Dictatorship (with advisory council)

Intellect 4, **Awareness** 4, **Presence** 4

Will +7

Skills: Deception 12 (+16), Expertise: Business 6 (+10), Expertise: Chemistry 6 (+10), Expertise: Current Events (AWE) 4 (+8), Expertise: History 4 (+8), Expertise: Law 6 (+10), Expertise: Metahuman 4 (+8), Expertise: Sociology 2 (+6), Expertise: Streetwise (AWE) 4 (+8), Expertise: Tactics 6 (+10), Intimidation 4 (+8), Investigation 2 (+6), Perception 6 (+10), Persuasion 8 (+12), Stealth 8 (+12), Technology 6 (+10)

Advantages: Benefit 16 (Wealth), Connected 5 * (Business, Finances, Government, Intelligence Community, Law Enforcement), Contacts 5 * (Business, Finances, Government, Intelligence Community, Law Enforcement), Ear to the Ground *, Ritualist, Well-Informed

Members: Minions 32 (Shadow, low-level; 90-pt., x 8,000), Minions 30 (Shadow, high-level; 150-pt., x 1,000), Minions 27 (Talon, low-level; 105-pt., x 1,000), Minions 27 (Talon, high-level; 165-pt., x 250)

Vehicles: Helicopter 10 (20-pt, x 8), Limousine 8 (10-pt, x 8), Private Jet 6 (20-pt, x 2). This does not include the myriad of vehicles made available through Shadows and their cover identities.

Headquarters: None; the organization remains decentralized and meets in secluded, rented properties. This allows them to easily abandon a location without leaving a paper trail to follow.

Complications: Disreputable

Totals Abilities 24 + Advantages 169 + Skills 44 + Defenses 3 = 240

* See **Better Mousetrap 3e**

This section uses rules for creating organizations found in **Better Mousetrap 3e**, a sourcebook also produced by **Misfit Studios**.

mon tactics for ousting grandmasters that are seen to have outlived their usefulness, made too many mistakes, or are otherwise considered an obstacle to someone else's plans and ambitions.

Shadows are the Wu Sheng Zhua's most abundant members, with the majority knowing little about the secret society they belong to beyond its more basic traditions and rituals. Their ignorance even includes the full scope of their own role in its designs. Denied the grand picture, a typical Shadow cannot betray the cause or his superiors if discovered, as he possesses little knowledge beyond his own particular instructions. These details are almost always purposefully designed to be just a small piece in an inconceivably immense puzzle. On their own, a Shadow's role seems insignificant and the loss of any one agent usually comes at little cost to the secret society. Only when all those thousands of efforts are combined can the actual danger these operatives represent be realized.

Enforcing the Wu Sheng Zhua's will in more immediate concerns is their martial arm, the **Talons**. These skilled warriors have excelled at the society's despicable fighting style, si wang long quan, which is a corruption of its progenitor style, quan to. When someone is standing in the way, either because they prove resistant to coercion or replacement, a Talon may be sent in to deal with the matter--permanently. Experts at covert assassination, Talons are skilled at making such an operation seem like natural causes, accident, or even someone else's actions. Many a horrific act carried out by a Talon down through the ages has been otherwise blamed without history being any the wiser.

Goals and Tactics

Many of the goals set down by the previous grandmasters are extremely long term in their scope, to the point of being planned centuries in advance. (This is odd considering these dark monks were exiled for adopting a philosophy rooted in taking the quick route to enlightenment rather than using the long practice of internal and external meditation taught by Shambhala). Such expansive forethought has led several of the Wu Sheng Zhua's enemies to believe the secret society has some manner of prophetic ability, limited though it obviously must be (if it even exists).

Clearly, the Wu Sheng Zhua seek power; they infiltrate governments and economic bases from the lowest ranks to the highest. In this fashion, they gain influence over societies from foundation to golden throne, but the reason for this accumulation of wealth and power has never been revealed. Are the Wu Sheng Zhua's objectives as relatively banal as world conquest for its own sake, do they seek to elevate themselves to enlightened godhood by bringing death and pain to the entire world, or is there yet some deeper, darker purpose at work? Whatever their ultimate aims may be, they bode nothing but ill ends for humanity.

Wu Sheng Zhua Shadow, Low-Level

PL5 • 79 points

Abilities Str 1, Sta 1, Agl 1, Dex 1, Fgt 2, Int 1, Awe 2, Pre 1

Equipment Pistol, li zhao

Si Wang Long Quan (Initiate)

Style Extras Aggressive, Attack Focus (Li Zhao)

Style Flaws Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements Unarmed, Li Zhao

Style Stances Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Opposing Style (Quan To), Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Stances, Weapon Element (Li Zhao)

Basic Maneuvers Claw Strike, Rabbit Punch

Advanced Maneuvers Dim Mak 4

Advantages Ambush, Connected * (Select One), Contacts * (Select One), Defensive Roll, Equipment 2, Hide in Plain Sight, Languages (Mandarin)

Skills Acrobatics 2 (+3), Close Combat: Si Wang Long Quan 2 (+4), Deception 4 (+5), Expertise: Magic 2 (+3), Expertise: Streetwise (AWE) 2 (+4), Expertise: Tactics 2 (+3), Intimidation 3 (+4), Perception 3 (+5), Persuasion 2 (+3), Stealth 2 (+3), Technology 2 (+3), Vehicles 2 (+3)

Offense Initiative +1 (+3 Li Zhao), Claw Strike +4 (Close Damage 2, 19-20, Added Critical, Penetrating); Li Zhao +2 (Close Damage 3, 19-20); Rabbit Punch +0 (Close Damage 1, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4); Si Wang Long Quan Li Zhao +6 (Close Damage 3, 19-20); Si Wang Long Quan Unarmed +4 (Close Damage 1); Unarmed +2 (Close Damage 1)

Defense Dodge 3/1 ‡, Parry 4/2 ‡, Fortitude 4, Toughness 2/1 **, Will 5

Totals Abilities 20 + Style Extras 2 – Style Flaws 7 + Maneuvers 26 + Advantages 14 + Skills 14 + Defenses 10 = 79

* See **Better Mousetrap 3e**

** Without Defensive Roll

‡ While practicing si wang long quan

Threat Level: Alpha-A

Wu Sheng Zhua Shadow, High-Level

PL7 • 147 points

Abilities Str 1, Sta 2, Agl 3, Dex 3, Fgt 4, Int 2, Awe 3, Pre 3

Equipment Pistol, li zhao, light pistol

Si Wang Long Quan (Initiate)

Style Extras Aggressive, Attack Focus (Li Zhao)

Style Flaws Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements Unarmed, Li Zhao

Style Stances Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages Acrobatic Fighter, Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), Improved Critical (Claw Strike), Improved Disabling (Claw Strike), Living Weapon (Claw Strike), Martial Defense, Opposing Style (Quan To), Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Stances, Weapon Element (Li Zhao)

Basic Maneuvers Claw Strike, Crescent Kick (Inward), Knife Hand, Rabbit Punch, Roundhouse Kick

Advanced Maneuvers Awesome Strike 6 (Claw Strike), Chi Sense, Dim Mak 4

Advantages Ambush, Close Attack 2, Connected 3 * (Select Three), Contacts 3 * (Select Three), Defensive Roll, Equipment 3, Hide in Plain Sight, Languages 3 (Mandarin, Select Three), Ranged Attack 3

Skills Acrobatics 4 (+7), Close Combat: Si Wang Long Quan 3 (+7), Deception 8 (+11), Expertise: Magic 4 (+6), Expertise: Streetwise (AWE) 4 (+7), Expertise: Tactics 6 (+8), Intimidation 5 (+8), Perception 5 (+8), Persuasion 5 (+8), Stealth 6 (+9), Technology 2 (+4), Vehicles 2 (+5)

Offense Initiative +3 (+5 Li Zhao), Claw Strike +9 (Close Damage 2, 19-20, Added Critical, Improved Disabling, Penetrating); Crescent Kick, Inward +9 (Close Damage 2, Parry +6, Dodge –2) or (Close Damage 2, +4 to Disarm) or (Close Damage 2, Grab Breaker); Knife Hand +7 (Close Damage 2, Empowered Critical); Light Pistol +6 (Ranged Damage 3); Li Zhao +6 (Close Damage 3, 19-20); Rabbit Punch +5 (Close Damage 1, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4); Roundhouse Kick +9 (Close Damage 1, 19-20, Enhanced Knockback, Dodge –2); Si Wang Long Quan Li Zhao +11 (Close Damage 3, 19-20); Si Wang Long Quan Unarmed +9 (Close Damage 1); Unarmed +6 (Close Damage 1)

Defense Dodge 6/4 ‡, Parry 4/2 ‡, Fortitude 7, Toughness 3/2 **, Will 8

Totals Abilities 42 + Style Extras 2 – Style Flaws 7 + Maneuvers 39 + Advantages 31 + Skills 27 + Defenses 13 = 147

* See **Better Mousetrap 3e**

** Without Defensive Roll

‡ While practicing si wang long quan

Threat Level: Beta-A

Height: Varies

Weight: Varies

Native Language: Varies

Appearance: A Shadow can come from any walk of life and be of just about any age. Some are indoctrinated as children by parents who are also members.

Wu Sheng Zhua Talon, Low-Level

PL8 • 104 points

Abilities Str 2, Sta 2, Agl 3, Dex 3, Fgt 4, Int 1, Awe 1, Pre 0

Equipment Li zhao, mission specific gear

Si Wang Long Quan (Initiate)

Style Extras Aggressive, Attack Focus 2 (Li Zhao, Claw Strike), Mystic

Style Flaws Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements Unarmed, Li Zhao

Style Stances Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages Acrobatic Fighter, Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), All Out Attack, Dauntless (Claw Strike), Improved Critical (Claw Strike), Living Weapon (Claw Strike), Martial Defense, Opposing Style (Quan To), Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Stances, Weapon Element (Li Zhao)

Basic Maneuvers Butterfly Kick, Claw Strike, Exploding Strike, Flying Attack (Claw Strike), Rabbit Punch, Roundhouse Kick

Advanced Maneuvers Awesome Strike 6 (Claw Strike), Dim Mak 4

Advantages Close Attack 2, Equipment 3, Improved Initiative, Languages (Mandarin), Lightning Strike, Poisoner

Skills Acrobatics 4 (+7), Athletics 3 (+5), Close Combat: Si Wang Long Quan 2 (+6), Deception 4 (+4), Expertise: Magic 1 (+2), Intimidation 3 (+3), Perception 2 (+3), Sleight of Hand 1 (+4), Stealth 4 (+7)

Offense Initiative +7 (+9 Claw Strike, Li Zhao), Butterfly Kick +6 (Close Damage 2, Multiattack, Parry & Dodge –2, Push Over 2); Claw Strike +10 (Close Damage 3, 19-20, Added Critical, Dauntless, Penetrating); Dim Mak +8 (Close Affliction 4); Exploding Strike +6 (Close Damage 3, Enhanced Knockback 2, Parry –2); Flying Claw Strike +10 (Close Damage 9, 18-20, Added Critical, Dauntless, Empowered Critical 2, Penetrating, Parry & Dodge –2, Push Over 2); Li Zhao +6 (Close Damage 4, 19-20); Rabbit Punch +4 (Close Damage 2, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4); Roundhouse Kick +8 (Close Damage 2, 19-20, Enhanced Knockback, Dodge –2); Si Wang Long Quan Li Zhao +10 (Close Damage 4, 19-20); Si Wang Long Quan Unarmed +8 (Close Damage 2); Unarmed +6 (Close Damage 2)

Defense Dodge 6/4 *, Parry 4/2 *, Fortitude 3, Toughness 2, Will 4

Totals Abilities 32 + Style Extras 4 – Style Flaws 7 + Maneuvers 35 + Advantages 21 + Skills 12 + Defenses 7 = 104

* While practicing si wang long quan

Threat Level: Beta-A



Wu Sheng Zhua Talon, High-Level

PL11 • 164 points

Abilities Str 3, Sta 3, Agl 4, Dex 4, Fgt 6, Int 1, Awe 2, Pre 0

Equipment Li zhao, mission specific gear

Si Wang Long Quan (Initiate)

Style Extras Aggressive, Attack Focus 2 (Li Zhao, Claw Strike), Mystic

Style Flaws Demanding 3 (14 hours, –2), Weak Defense 2 (Dodge), Weak Defense 2 (Parry)

Weapon Elements Unarmed, Li Zhao, Staff Sword

Style Stances Extended, Finishing, High, Neutral, Offensive, Power, Weapon

Style Advantages Acrobatic Fighter, Added Critical (Claw Strike; Affliction 0 [Resisted by Fortitude; Hindered, Immobilized, Paralyzed]), All Out Attack, Dauntless (Claw Strike), Finish Them, First Strike, Follow-Up Strike, Improved Critical (Claw Strike), Improved Disabling (Claw Strike), Instant Up, Living Weapon (Claw Strike), Martial Defense, Neck Breaker, Offensive Defense, Opposing Style (Quan To), Ritualist, Si Wang Long Quan Initiate, Si Wang Long Quan Stances, Warrior's Trance, Weapon Element 3 (Li Zhao, Staff, Sword)

Basic Maneuvers Butterfly Kick, Claw Strike, Exploding Strike, Flying Attack (Claw Strike), Lunge, Rabbit Punch, Roundhouse Kick, Uppercut

Advanced Maneuvers Awesome Strike 9 (Claw Strike), Cobra Strike 3, Dim Mak 4, Skydragon Attack 6, Walk the Sky 2

Advantages Close Attack 2, Equipment 3, Improved Initiative, Languages 2 (Mandarin, Select One), Lightning Strike, Poisoner

Skills Acrobatics 6 (+10), Athletics 3 (+6), Close Combat: Si Wang Long Quan 4 (+10), Deception 4 (+4), Expertise: Magic 3 (+4), Intimidation 5 (+5), Perception 4 (+6), Sleight of Hand 5 (+9), Stealth 6 (+10)

Offense Initiative +8 (+10 Claw Strike, Li Zhao), Butterfly Kick +10 (Close Damage 3, Multiattack, Parry & Dodge –2, Push Over 2); Claw Strike +14 (Close Damage 4, 19-20, Added Critical, Dauntless, Penetrating); Cobra Strike +12 (Close Damage 3, Resisted by Fortitude, Drawn Out); Dim Mak +12 (Close Affliction 4); Exploding Strike +10 (Close Damage 4, Enhanced Knockback 2, Parry –2); Flying Claw Strike +14 (Close Damage 10, 18-20, Added Critical, Dauntless, Empowered Critical 2, Penetrating, Parry & Dodge –2, Push Over 2); Li Zhao +8 (Close Damage 5, 19-20); Lunge +12 (Close Damage 4, Enhanced Knockback, Reach, Dodge –5); Rabbit Punch +8 (Close Damage 3, 18-20, Empowered Critical, Improved Disabling 4, Superior Disabling 4); Roundhouse Kick +12 (Close Damage 3, 19-20, Enhanced Knockback, Dodge –2); Si Wang Long Quan Li Zhao +14 (Close Damage 5, 19-20); Si Wang Long Quan Unarmed +12 (Close Damage 3); Unarmed +8 (Close Damage 3); Uppercut +8 (Close Damage 7, 18-20, Added Critical (Stun: Affliction 0 [Resisted by Fortitude; Dazed, Stunned, Incapacitated]), Empowered Critical 2, Activation (Move) Parry & Dodge –2)

Defense Dodge 10/8 *, Parry 6/4 *, Fortitude 6, Toughness 3, Will 7

Totals Abilities 46 + Style Extras 4 – Style Flaws 7 + Maneuvers 55 + Advantages 32 + Skills 20 + Defenses 14 = 164

* While practicing si wang long quan

Threat Level: Gamma-A

Height: Varies

Weight: Varies

Native Language: Varies

Appearance: A Talon on assignment will dress in clothing that allows them to blend into their environment while keeping their identity concealed. Simple, appropriate street attire is common for urban operations while dark, ninja-like suits are ideal for covert assassination and the like.

The Wu Sheng Zhua in Your Game

The following may give Gamemasters ideas on how to incorporate the secret society of Wu Sheng Zhua into their game.

The Shadow Puppeteers

The government has been giving the heroes a rough time of late—complaints about using too much force, damaging property, putting civilian bystanders at risk, and so on abound. The media seems to be jumping on board by putting a bad spin on everything the player characters do. If the heroes save someone, the news plays up how the heroes being in the area must have precipitated the incident, for example. Oddly, nothing has really changed regarding how the heroes conduct themselves, so this odd turn of events will seem totally out of left field.

What the player characters don't know is that their recent heroics severely disrupted a Wu Sheng Zhua operation that had nearly run its course. This plan began centuries earlier and now lays in ruins, even if by accident on the characters' part. Not one to brook such interference, intentional or not, the Silent Claw has ordered their highly placed Shadows in the heroes' neck of the woods to undertake a PR campaign to turn the public against the player characters. This secret society seeks to undermine and defeat the heroes without lifting a blade or firing a single bullet.

The degree of (bad) attention being heaped upon them should make the player characters suspicious of something at work behind the scenes. Hopefully, at least one of them will have the contacts and investigative acumen to flip over enough rocks to reveal a conspiracy at work and go from there. In the process, they may even reveal the identities of some infiltrated Shadows and force an open confrontation with the Talons (possibly revealing the Wu Sheng Zhua to the heroes for the first time, thus introducing them as a long-term enemy). If not, the heroes may have to pull some strings or find some other way to uncover what's going on before they are outright branded as outlaws.

Shambhala Must Fall

The Wu Sheng Zhua has finally discovered Shambhala's location (possibly because of the player characters?), which happens to be an ally of the heroes. The hidden kingdom is taken completely by surprise and is quickly overwhelmed

by the Silent Claw's all-out, rapid assault. The heroes are alerted by the Bhala Tshe monastery's grandmaster in the midst of the attack (by whatever means is available, including sending a vision of the attack in a dream to one of the player characters).

By the time the heroes arrive (and bypass the teams of Talons assigned to guard Shambhala's entrance), the kingdom will be in ruins. The flames rising above Kalapa will light up the cavern, and its mandala will be teeming with Silent Claw sorcerers looking to uncover its secrets (if any). Talons will be stalking the fields and forests looking for fleeing innocents, and the Bhala Tshe monastery will be under mortar and rocket assault from the cavern floor below.

Will the heroes shrink away from the enormity of what is happening or will they move ahead to help the survivors, many of which are holed up in the cliff-side monastery? Even if the survivors can be rescued, how will they be extracted from the mountain, where will they go, and what will become of whatever secrets were left behind for the Wu Sheng Zhua to uncover? Whatever follows, Shambhala's fall will almost certainly herald dire repercussions for the entire world.

And the World Must Die

After so many centuries, the Wu Sheng Zhua's plans are finally all unifying into a single thread of purpose. With their Shadows in place, and following years of manipulating political arenas and economic markets to the point of crisis, the Silent Claw begins pushing the world's major powers towards open conflict. Simultaneously, they are maneuvering the smaller nations in between to start brushfire wars they hope will be the spark that sets the whole world aflame.

It would seem the Wu Sheng Zhua seek to cause as much death and destruction as possible and are willing to sacrifice their substantial resources to do so, meaning their end game is near. Just why the Silent Claw is trying to make the streets run red isn't apparent, and it may be too late to pull the world back from the brink even if the secret society and its role in recent events is uncovered and exposed. Because the task of stopping what the Wu Sheng Zhua has put in motion may be too daunting a task, the heroes may want to consider uncovering the reasons why these villains would work so hard towards this tragic end and address the situation that way. Doing so may throw the train off its tracks by blocking it from its destination, so to speak.

Is this malicious secret society looking to cause such unrest so it can use the chaos to wrest away global control from the current governments? Is anarchy for anarchy's sake it's only design? Or is there something darker at work, something more intrinsically tied to the Wu Sheng Zhua's belief that pain and death are the purest, best paths towards true enlightenment? Only heroes who are willing to take on this evil have a chance of finding out before the world is destroyed.

RANK AND FILE

The following presents both low-level and high-level game statistics for minion types common to many martial arts genre games.

Driver, Low-Level

PL4 • 48 points

Abilities Str 0, Sta 1, Agl 2, Dex 2, Fgt 0, Int 1, Awe 1, Pre 0

Equipment Leather jacket, light pistol, a vehicle

Drive-Fu (Initiate)

Style Extras Esoteric

Style Flaws Weapon Dependent

Weapon Elements Select Three Vehicle Types

Style Stances Avoiding, Bobbing, Firing (Vehicle Mounted Weapons), Neutral, Offensive

Style Advantages Aggressive Driving, Daredevil, Drive-Fu Initiate, Drive-Fu Stances, Weapon Element 2 (Select Two Additional Vehicle Types)

Basic Maneuvers Basic Vehicle Slam, Exploding Strike (Ram), Sweep

Advanced Maneuvers Road Rage 1

Advantages Equipment 4, Improved Initiative

Skills Deception 2 (+2), Close Combat: Drive-Fu 2 (+2), Expertise: Mechanics 3 (+4), Expertise: Tactics 1 (+2), Perception 1 (+2), Stealth 1 (+3), Vehicles 4 (+6)

Offense Initiative +6, Basic Vehicle Slam +2 (Close Damage Varies); Light Pistol +2 (Ranged Damage 3); Unarmed +0 (Close Damage 0); Vehicular Exploding Strike (Ram) +0 (Close Damage Varies + 1, Enhanced Knockback 2, Parry –2); Vehicular Sweep +4 (Close Affliction 6, Parry –5)

Defense Dodge 3, Parry 3, Fortitude 3, Toughness 2/1 *, Will 3

Totals Abilities 14 + Style Extras 1 – Style Flaws 2 + Maneuvers 9 + Advantages 11 + Skills 7 + Defenses 8 = 48

* Without leather jacket

Threat Level: Alpha

Driver, High-Level

PL10 • 109 points

Abilities Str 1, Sta 1, Agl 4, Dex 4, Fgt 1, Int 2, Awe 2, Pre 0

Equipment Leather jacket, light pistol, a vehicle

Drive-Fu (Student)

Style Extras Esoteric

Style Flaws Weapon Dependent

Weapon Elements Select Three Vehicle Types

Style Stances Avoiding, Bobbing, Firing (Vehicle Mounted Weapons), Neutral, Offensive

Style Advantages Ace * (Select Vehicle Type), Aggressive Driving, Bail Out, Burn Rubber, Daredevil, Drive-Fu Initiate, Drive-Fu Stances, Drive-Fu Student, Driving Instinct, Favored Environment (Select One Road Condition), Gymkhana, Red Lining (Ground), Specialization * (Vehicles, Select a Vehicle Type), Stuntman 3 (Select Three Pursuit Maneuvers), Ultimate Effort (Vehicles Skill), Weapon Element 2 (Select Two Additional Vehicle Types)

Basic Maneuvers Basic Vehicle Slam, Exploding Strike (Ram), Haymaker (Ram), Sweep

Advanced Maneuvers One with the Car 3, Road Rage 2

Advantages Equipment 4, Improved Initiative

Skills Deception 4 (+4), Close Combat: Drive-Fu 6 (+7), Expertise: Mechanics 5 (+7), Expertise: Tactics 3 (+5), Perception 3 (+5), Stealth 3 (+7), Vehicles 8 (+12)

Offense Initiative +8, Basic Vehicle Slam +9 (Close Damage Varies); Light Pistol +4 (Ranged Damage 3); Unarmed +1 (Close Damage 1); Vehicular Exploding Strike (Ram) +7 (Close Damage Varies + 1, Enhanced Knockback 2, Parry –2); Vehicular Haymaker (Ram) +5 (Close Damage Varies + 6, 18-20, Empowered Critical 2, Activation [Move], Parry –5, Push Over 2); Vehicular Sweep +11 (Close Affliction 6, Parry –5)

Defense Dodge 10, Parry 7, Fortitude 6, Toughness 2/1 *, Will 7

Totals Abilities 30 + Style Extras 1 – Style Flaws 2 + Maneuvers 18 + Advantages 24 + Skills 16 + Defenses 22 = 109

* See **Better Mousetrap 3e**

** Without leather jacket

Threat Level: Alpha

Gunfighter, Low-Level

PL4 • 50 points

Abilities Str 1, Sta 1, Agl 2, Dex 2, Fgt 1, Int 0, Awe 1, Pre 1

Equipment Machine pistol x 2, sawed-off shotgun, undercover shirt

Wooryu (Initiate)

Style Extras Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws Weapon Dependent

Weapon Elements Pistol

Style Stances Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Advantages Accurate Attack, Improved Readiness (Pistols), Quick Draw, Wooryu Initiate, Wooryu Stances, Weapon Element (Shotgun)

Basic Maneuvers Basic Pistol Attacks

Advanced Maneuvers Extreme Distance Shot (Wooryu Ranged Attacks), Hail of Bullets 3 (Burst)

Advantages Equipment 7

Skills Acrobatics 2 (+4), Deception 2 (+3), Insight 1 (+2), Intimidation 2 (+3), Perception 3 (+4), Ranged Combat: Wooryu 1 (+3), Sleight of Hand 1 (+3), Stealth 2 (+4)

Offense Initiative +2 (+4 Pistol), Machine Pistol +2 (Ranged Attack 3, Multiattack); Shotgun +2 (Ranged Damage 5); Unarmed +1 (Close Damage 1); Wooryu Machine Pistol +5 (Ranged Attack 3, Multiattack); Wooryu Shotgun +3 (Ranged Damage 5)

Defense Dodge 4, Parry 2, Fortitude 2, Toughness 3/1 *, Will 2

Totals Abilities 18 + Style Extras 4 – Style Flaws 2 + Maneuvers 5 + Advantages 13 + Skills 7 + Defenses 5 = 50

* Without undercover shirt

Threat Level: Alpha

Gunfighter, High-Level

PL8 • 100 points

Abilities Str 1, Sta 1, Agl 3, Dex 3, Fgt 4, Int 0, Awe 2, Pre 2

Equipment Machine pistol x 2, sawed-off shotgun, undercover shirt

Wooryu (Student)

Style Extras Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws Weapon Dependent

Weapon Elements Pistol

Style Stances Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Advantages Accurate Attack, All-Out Attack, Attack Specialist (Pistol), Duck and Cover, Improved Covering Attack, Improved Readiness (Pistols), Multiattack Mastery 2, Precise Attack (Ranged, Cover), Quick Draw, Wooryu Initiate, Wooryu Stances, Wooryu Student, Weapon Element (Shotgun)

Basic Maneuvers Basic Pistol Attacks

Advanced Maneuvers Bullet Dancing 6, Eagle Eye Aim 4, Extreme Distance Shot (Wooryu Ranged Attacks), Focused Strike 2 (Basic Pistol Attack), Hail of Bullets 3 (Burst), Hail of Bullets 3 (Cone), Hail of Bullets 3 (Line)

Advantages Equipment 7

Skills Acrobatics 3 (+6), Deception 4 (+6), Insight 4 (+6), Intimidation 5 (+7), Perception 5 (+7), Ranged Combat: Wooryu 3 (+6), Sleight of Hand 3 (+6), Stealth 3 (+6)

Offense Initiative +3 (+7 Pistol), Machine Pistol +3 (Ranged Attack 3, Multiattack); Shotgun +3 (Ranged Damage 5); Unarmed +4 (Close Damage 1); Wooryu Machine Pistol +10 (Ranged Attack 3, Multiattack); Wooryu Shotgun +8 (Ranged Damage 5)

Defense Dodge 8, Parry 5, Fortitude 4, Toughness 3/1 *, Will 5

Totals Abilities 32 + Style Extras 4 – Style Flaws 2 + Maneuvers 18 + Advantages 21 + Skills 15 + Defenses 12 = 100

* Without undercover shirt

Threat Level: Alpha



Hashishin Fakir (Devotee)

PL4 • 60 points

Abilities Str 1, Sta 2, Agl 2, Dex 2, Fgt 2, Int 1, Awe 1, Pre 1

Equipment Multiple knives

Janna (Initiate)

Style Extras Attack Focus (Dagger/Knife), Esoteric 2

Style Flaws Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements Unarmed, Dagger/Knife

Style Stances Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon

Style Advantages Accurate Attack, Guard Weapon, Improved Disabling 2 (Dagger/Knife), Janna Initiate, Janna Stances, Martial Defense, Quick Strike, Sneak Attack *, Weapon Element (Dagger/Knife)

Basic Maneuvers Basic Unarmed Attacks, Elbow Strike, Knee Strike, Knife Hand, Snap Kick

Advanced Maneuvers Deep Cut 2 (Dagger/Knife), Eagle Eye Aim 2

Advantages Equipment 3, Poisoner *

Skills Athletics 2 (+3), Close Combat: Janna 2 (+4), Deception 3 (+4), Expertise: Psychology 1 (+2), Expertise: Survival (AWE) 1 (+2), Expertise: Tactics 1 (+2), Insight 2 (+3), Ranged Combat: Throwing 2 (+4), Sleight of Hand 2 (+4), Stealth 2 (+4)

Offense Initiative +2 (+4 Dagger/Knife), Elbow Strike +4 (Close Damage 1, Grab Breaker); Janna Knife +6 (Close Damage 2, 19-20, Improved Disabling 2); Janna Thrown Knife +6 (Ranged Damage 2, 19-20, Improved Disabling 2); Janna Unarmed +4 (Close Damage 1); Knee Strike +2 (Close Damage 2, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife +2 (Close Damage 2, 19-20, Improved Disabling 2); Knife Hand +2 (Close Damage 2, Empowered Critical); Snap Kick +6 (Close Damage 2, Push Over); Thrown Knife +4 (Ranged Damage 2, 19-20, Improved Disabling 2); Unarmed +2 (Close Damage 1)

Defense Dodge 4, Parry 4, Fortitude 3, Toughness 2, Will 3

Totals Abilities 24 + Style Extras 3 – Style Flaws 6 + Maneuvers 9 + Advantages 14 + Skills 9 + Defenses 7 = 60

* See **Better Mousetrap 3e**

Threat Level: Alpha

Native Language: Varies, but usually from the Middle-East

Hashishin Murid (Disciple)

PL8 • 123 points

Abilities Str 2, Sta 3, Agl 3, Dex 3, Fgt 3, Int 1, Awe 3, Pre 1

Equipment Multiple knives

Janna (Student)

Style Extras Attack Focus (Dagger/Knife), Esoteric 2

Style Flaws Demanding 3 (14 hours, –2), No Nonsense 3

Weapon Elements Unarmed, Dagger/Knife

Style Stances Avoiding, Guarded, Misleading, Neutral, Offensive, Weapon

Style Advantages Accurate Attack, Ambush, Chokehold, Dauntless 2 (Dagger/Knife, Select One Combat Maneuver), Deceptive Stance 2, Daze (Deception), Guard Weapon, Improved Disabling 2 (Dagger/Knife), Improved Grab, Improved Tricking, Janna Initiate, Janna Stances, Janna Student, Martial Defense, Offensive Defense, Quick Draw, Quick Strike, Sneak Attack *, Specialization 2 * (Expertise: Psychology, behavior; Expertise: Tactics, assassination), Trance, Weapon Element (Dagger/Knife)

Basic Maneuvers Basic Unarmed Attacks (0 pts), Claw Strike (4 pts), Elbow Strike (3 pts), Knee Strike (2 pts), Knife Hand (1 pt), Snap Kick (1 pt)

Advanced Maneuvers Combat Concealment (3 pts), Deep Cut 6 (Dagger/Knife) (4 pts), Eagle Eye Aim 6 (3 pts)

Advantages Equipment 3, Poisoner *

Skills Athletics 6 (+8), Close Combat: Janna 6 (+9), Deception 4 (+5), Expertise: Psychology 3 (+4), Expertise: Survival (AWE) 2 (+5), Expertise: Tactics 5 (+6), Insight 6 (+9), Ranged Combat: Throwing 6 (+9), Sleight of Hand 4 (+7), Stealth 6 (+9)

Offense Initiative +3 (+5 Dagger/Knife), Claw Strike +11 (Close Damage 3, 19-20, Penetrating); Elbow Strike +11 (Close Damage 2, Grab Breaker); Janna Knife +13 (Close Damage 3, 19-20, Dauntless, Improved Disabling 2); Janna Thrown Knife +13 (Ranged Damage 3, 19-20, Dauntless, Improved Disabling 2); Janna Unarmed +11 (Close Damage 2); Knee Strike +9 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife +3 (Close Damage 3, 19-20, Dauntless, Improved Disabling 2); Knife Hand +9 (Close Damage 3, Empowered Critical); Snap Kick +13 (Close Damage 3, Push Over); Thrown Knife +9 (Ranged Damage 3, 19-20, Dauntless, Improved Disabling 2); Unarmed +3 (Close Damage 2)

Defense Dodge 7, Parry 7, Fortitude 6, Toughness 3, Will 6

Totals Abilities 38 + Style Extras 3 – Style Flaws 6 + Maneuvers 21 + Advantages 29 + Skills 24 + Defenses 14 = 123

* See **Better Mousetrap 3e**

Threat Level: Beta

Native Language: Varies, but usually from the Middle-East

Luchador Rudo, Low-Level

PL5 • 85 points

Abilities Str 2, Sta 2, Agl 2, Dex 2, Fgt 2, Int 0, Awe –1, Pre 1

Lucha Libre (Initiate)

Style Extras Mobile 2

Style Flaws Demanding (7 hours, –1), Impractical 2

Weapon Elements Unarmed

Style Stances Grappler, Misleading, Neutral, Showman, Throwing, select one additional stance

Style Advantages Acrobatic Fighter, Aggressive Escape (Knee Strike), Cheap Shot, Chokehold, Deceptive Attack (Haymaker), Dirty Attack, Favored Conditions (Jumping), Grab Breaker (Haymaker), Improved Grab, Improved Tricking, Lucha Libre Initiate, Lucha Libre Stances, Reversal, Specialization * (Athletics, jumping), Take the Hit

Basic Maneuvers Basic Unarmed Attacks, Body Slam, Clothesline, Elbow Strike, Escape, Flying Attack (Clothesline), Haymaker, Knee Strike, Push/Shove, Scissor Grapple, Scissor Kick, Throw

Advanced Maneuvers Showboating 2, Soft Landing 4, Strong Throw 2

Advantages Languages (English), Power Attack

Skills Acrobatics 4 (+6), Close Combat: Lucha Libre 2 (+4), Deception 3 (+4), Expertise: Acting (PRE) 4 (+5), Expertise: Luchador (PRE) 3 (+4)

Offense Initiative +2, Body Slam +4 (Grab-Based Affliction 6, Activation [Move]; Close Damage 5, Parry & Dodge –2); Clothesline +0 (Close Damage 2, 16-20, Added Critical, Empowered Critical, Parry –2); Elbow Strike +4 (Close Damage 2, Grab Breaker); Flying Clothesline +0 (Close Damage 8, 16-20, Added Critical, Empowered Critical 2, Enhanced Knockback 2, Limited to 1 Rank per 5 ft. Moved Before Leaping, Dodge –2, Parry –5, Push Over 2); Haymaker +0 (Close Damage 8, 18-20, Empowered Critical 2, Activation [Move], Parry –5, Push Over 2); Knee Strike +2 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Lucha Libre Unarmed +4 (Close Damage 2); Push/Shove +4 (Close Damage 5, Enhanced Knockback 2, Knockback Only, Non-Critical); Scissor Kick +2 (Close Damage 6, Split, Parry –2, Push Over 2); Throw +2 (Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +2 (Close Damage 2)

Defense Dodge 4, Parry 2, Fortitude 4, Toughness 2, Will 1

Totals Abilities 20 + Style Extras 2 – Style Flaws 3 + Maneuvers 35 + Advantages 17 + Skills 8 + Defenses 6 = 85

Threat Level: Alpha

Native Language: Spanish

Luchador Rudo, High-Level

PL9 • 137 points

Abilities Str 4, Sta 4, Agl 2, Dex 2, Fgt 6, Int 0, Awe 0, Pre 2

Lucha Libre (Student)

Style Extras Mobile 2

Style Flaws Demanding (7 hours, –1), Impractical 2

Weapon Elements Unarmed

Style Stances Grappler, Misleading, Neutral, Showman, Throwing, select one additional stance

Style Advantages Acrobatic Fighter, Aggressive Escape 2 (Knee Strike, Push/Shove), Agile Feint, Cheap Shot, Chokehold, Deceptive Attack 2 (Haymaker, Knee Strike), Dirty Attack, Favored Conditions (Jumping), Grab Breaker 2 (Haymaker, Push/Shove), Grappling Knee, Improved Grab, Improved Tricking, Lucha Libre Initiate, Lucha Libre Stances, Lucha Libre Student, Quick Throw, Reversal, Specialization * (Athletics, jumping), Stylistic Teamwork, Taunt, Take the Hit

Basic Maneuvers Basic Unarmed Attacks, Body Slam, Clothesline, Elbow Strike, Escape, Flying Attack (Clothesline), Haymaker, Knee Strike, Push/Shove, Scissor Grapple, Scissor Kick, Throw

Advanced Maneuvers Iron Shirt 2, Showboating 4, Soft Landing 8, Strong Throw 5

Advantages Languages (English), Power Attack

Skills Acrobatics 6 (+8), Athletics 2 (+6), Close Combat: Lucha Libre 2 (+8), Deception 3 (+5), Expertise: Acting (PRE) 6 (+8), Expertise: Luchador (PRE) 4 (+6), Perception 1 (+1)

Offense Initiative +2, Body Slam +10 (Grab-Based Affliction 6, Activation [Move]; Close Damage 7, Parry & Dodge –2); Clothesline +6 (Close Damage 4, 16-20, Added Critical, Empowered Critical, Parry –2); Elbow Strike +10 (Close Damage 4, Grab Breaker); Flying Clothesline +6 (Close Damage 10, 16-20, Added Critical, Empowered Critical 2, Enhanced Knockback 2, Limited to 1 Rank per 5 ft. Moved Before Leaping, Dodge –2, Parry –5, Push Over 2); Haymaker +6 (Close Damage 10, 18-20, Empowered Critical 2, Activation [Move], Parry –5, Push Over 2); Knee Strike +8 (Close Damage 5, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Lucha Libre Unarmed +10 (Close Damage 4); Push/Shove +10 (Close Damage 7, Enhanced Knockback 2, Knockback Only, Non-Critical); Scissor Kick +8 (Close Damage 8, Split, Parry –2, Push Over 2); Throw +8 (Grab-Based Close Damage 8, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +6 (Close Damage 4)

Defense Dodge 9, Parry 6, Fortitude 7, Toughness 4, Will 5

Totals Abilities 40 + Style Extras 2 – Style Flaws 3 + Maneuvers 45 + Advantages 26 + Skills 12 + Defenses 15 = 137

Threat Level: Alpha

Native Language: Spanish

Ninja, Low-Level

PL4 • 61 points

Abilities Str 1, Sta 1, Agl 2, Dex 2, Fgt 2, Int 0, Awe 1, Pre –1

Equipment Climbing gear, black camo suit, dagger, ninja-to, shuriken

Ninjutsu (Initiate)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2)

Weapon Elements Unarmed, Dagger/Knife, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Martial Defense, Ninjutsu Initiate, Ninjutsu Stances, Weapon Element 2 (Dagger/Knife, Sword)

Basic Maneuvers Basic Unarmed Attacks, Jump Kick, Knife Hand, Throw

Advanced Maneuvers Nerve Strike 2

Advantages Defensive Roll, Equipment 3, Languages (English), Ranged Attack, Specialization * (Technology, security)

Skills Acrobatics 6 (+8), Athletics 4 (+5), Close Combat: Ninjutsu 1 (+3), Deception 4 (+3), Intimidation 4 (+3), Expertise: Tactics 1 (+1), Expertise: Theology & Philosophy (AWE/INT) 1 (+2/+1), Expertise: Survival (AWE) 1 (+2), Perception 3 (+4), Sleight of Hand 3 (+5), Stealth 8 (+10), Technology 2 (+2)

Offense Initiative +2, Dagger +2 (Close Damage 2, 19-20); Jump Kick +1 (Close Damage 5, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation [Move], Dodge –2, Push Over 4); Knife Hand +1 (Close Damage 2, Empowered Critical); Ninja-To +2 (Close Damage 3); Ninjutsu Dagger +3 (Close Damage 2, 19-20); Ninjutsu Ninja-To +3 (Close Damage 3); Ninjutsu Unarmed +3 (Close Damage 1); Shuriken +3 (Ranged Damage 1, Multiattack); Throw +1 (Grab-Based Close Damage 5, Enhanced Knockback, Parry –2; Affliction 4); Thrown Dagger +3 (Ranged Damage 2, 19-20); Unarmed +2 (Close Damage 1)

Defense Dodge 5, Parry 4, Fortitude 2, Toughness 2/1 **, Will 1

Totals Abilities 16 + Style Extras 1 – Style Flaws 3 + Maneuvers 9 + Advantages 13 + Skills 19 + Defenses 6 = 61

* See **Better Mousetrap 3e**

** Without Defensive Roll

Threat Level: Beta

Native Language: Japanese

Ninja, High-Level

PL9 • 115 points

Abilities Str 2, Sta 2, Agl 3, Dex 3, Fgt 6, Int 1, Awe 1, Pre 0

Equipment Climbing gear, black camo suit, bow, dagger, ninja-to, shuko, shuriken

Ninjutsu (Initiate)

Style Extras Esoteric

Style Flaws Demanding 3 (14 hours, –2)

Weapon Elements Unarmed, Chain Weapons, Dagger/Knife, Shuko, Sword

Style Stances Avoiding, Disruptive, Fluid, Low, Neutral, Reactive, Wary, Weapon

Style Advantages Ambush, Chokehold, Lie in Wait, Martial Defense, Ninjutsu Initiate, Ninjutsu Stances, Parkour, Sneak Attack *, Weapon Element 4 (Chain Weapons, Dagger/Knife, Shuko, Sword)

Basic Maneuvers Basic Unarmed Attacks, Elbow Strike, Jump Kick, Knife Hand, Snap Kick, Sweep,Throw

Advanced Maneuvers Blind Fighting, Nerve Strike 2, Skillful Invisibility

Advantages Defensive Roll, Equipment 6, Languages (English), Ranged Attack 5, Specialization * (Technology, security)

Skills Acrobatics 8 (+11), Athletics 6 (+8), Close Combat: Ninjutsu 2 (+8), Deception 4 (+4), Intimidation 4 (+4), Expertise: Tactics 2 (+3), Expertise: Theology & Philosophy (AWE/INT) 2 (+3), Expertise: Survival (AWE) 2 (+3), Perception 5 (+6), Sleight of Hand 4 (+7), Stealth 8 (+11), Technology 3 (+4)

Offense Initiative +3, Bow +8 (Ranged Damage 3); Dagger +6 (Close Damage 3, 19-20); Elbow Strike +8 (Close Damage 2, Grab Breaker); Jump Kick +6 (Close Damage 6, 19-20, Empowered Critical 2, Enhanced Knockback 2, Activation [Move], Dodge –2, Push Over 4); Knife Hand +6 (Close Damage 3, Empowered Critical); Ninja-To +6 (Close Damage 4); Ninjutsu Dagger +8 (Close Damage 3, 19-20); Ninjutsu Ninja-To +8 (Close Damage 4); Ninjutsu Shuko +8 (Close Damage 1); Ninjutsu Unarmed +8 (Close Damage 2); Shuko +6 (Close Damage 1); Shuriken +8 (Ranged Damage 1, Multiattack); Snap Kick +10 (Close Damage 3, Push Over); Sweep +10 (Close Affliction 6, Parry –5); Throw +6 (Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4); Thrown Dagger +8 (Ranged Damage 3, 19-20); Unarmed +6 (Close Damage 2)

Defense Dodge 10, Parry 8, Fortitude 4, Toughness 3/2 **, Will 2

Totals Abilities 36 + Style Extras 1 – Style Flaws 3 + Maneuvers 18 + Advantages 26 + Skills 25 + Defenses 12 = 115

* See **Better Mousetrap 3e**

** Without Defensive Roll

Threat Level: Beta

Native Language: Japanese



Streetfighter, Low-Level

PL4 • 82points

Abilities Str 2, Sta 2, Agl 1, Dex 1, Fgt 2, Int 0, Awe –1, Pre –1

Equipment Knife

Streetfighting (Initiate)

Style Extras Aggressive

Style Flaws None

Weapon Elements Unarmed, One-Handed Blunt Weapons, Chains

Style Stances Avoiding, Blocking, Finishing, Grounded, Neutral, Offensive, Wary

Style Advantages All-Out Attack, Cheap Shot, Chokehold, Improvised Weapon Element, Power Attack, Streetfighting Initiate, Streetfighting Stances, Weapon Element 2 (One-Handed Blunt Weapons, Chains)

Are your ninjas using advanced technology rather than getting bogged down in tradition? Well then, the cyber-ninja option may be for you!

Cyber-Ninja Option, Low-Level

+16 points

Bionic Legs: Leaping 1 • *1 point*

Cyber-Musculature: Enhanced Strength 2, Enhanced Knockback • *5 points*

Cyber-Senses: Senses 4 (Infravision, Extended; Normal Sight, Extended, Ultra-Hearing) • *4 points*

Razor Fingernails: Strength-Based Damage 1, Subtle • *2 points*

Wired Reflexes: Enhanced Agility 1; Enhanced Dexterity 1 • *4 points*

* See **Better Mousetrap 3e**

Cyber-Ninja Option, High-Level

+40 points

Bionic Legs: Leaping 2 • *2 points*

Cyber-Musculature: Enhanced Strength 6, Enhanced Knockback; Enhanced Strength 4, Limited to Lifting • *17 points*

Cyber-Senses: Senses 4 (Infravision, Extended; Normal Sight, Extended, Ultra-Hearing) • *4 points*

Razor Fingernails: Strength-Based Damage 2, Penetrating 2, Subtle • *5 points*

Wired Reflexes: Enhanced Agility 3; Enhanced Dexterity 3 • *12 points*

* See **Better Mousetrap 3e**

Basic Maneuvers Basic Unarmed Attacks, Body Slam, Dual Punch, Ear Shot, Elbow Strike, Eye Gouge, Hammer Blow, Haymaker, Headbutt, Knee Strike, Push/Shove, Throw

Advanced Maneuvers Back to the Wall 1

Advantages Connected 1 * (Streetfighters), Contacts 1 * (Streetfighters), Equipment 1, Specialization 1 * (Survival, urban) 1

Skills Close Combat: Streetfighting 1 (+3), Deception 2 (+1), Expertise: Streetwise (AWE) 2 (+1), Expertise: Survival (AWE) 1 (+0), Intimidation 4 (+3), Persuasion 2 (+1)

Offense Initiative +1, Body Slam +3 (Grab-Based Affliction 6, Activation [Move]; Close Damage 5, Parry & Dodge –2); Dual Punch +1 (Close Damage 4, 18-20, Empowered Critical, Parry –5); Ear Shot –1 ** (Close Damage 1; Affliction 4; Affliction 4); Elbow Strike +3 (Close Damage 2, Grab Breaker); Eye Gouge –1 ** (Close Damage 1, 19-20, Empowered Critical 2; Affliction 4); Hammer Blow +1 (Close Damage 4, Parry –2); Haymaker –1 (Close Damage 8, 18-20, Empowered Critical 2, Activation [Move], Parry –5, Push Over 2); Headbutt +1 (Close Damage 2, 17-20, Parry –2; Affliction 6); Knee Strike +1 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife +2 (Close Damage 3, 19-20); Push/Shove +3 (Close Damage 5, Enhanced Knockback 2, Knockback Only, Non-Critical); Streetfighting Knife +3 (Close Damage 3, 19-20); Streetfighting Unarmed +3 (Close Damage 2); Throw +1 (Grab-Based Close Damage 6, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +2 (Close Damage 2)

Defense Dodge 3, Parry 2, Fortitude 4, Toughness 2, Will 1

Totals Abilities 12 + Style Extras 1 + Maneuvers 44 + Advantages 13 + Skills 6 + Defenses 6 = 82

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head

Threat Level: Alpha

Streetfighter, High-Level

PL7 • 131 points

Abilities Str 3, Sta 3, Agl 1, Dex 1, Fgt 5, Int 0, Awe 0, Pre 1

Equipment Knife

Streetfighting (Master)

Style Extras Aggressive

Style Flaws None

Weapon Elements Unarmed, One-Handed Blunt Weapons, Chains

Style Stances Avoiding, Blocking, Finishing, Grounded, Neutral, Offensive, Wary

Style Advantages All-Out Attack, Cheap Shot, Chokehold, Deceptive Attack (Headbutt), Defensive Roll 2, Dirty Attack, Daze (Intimidation), Finish Them, Hard Defense, Hard Grab, Improved Grab, Improvised Weapon Element, Offensive Defense, Power Attack, Prone Fighting, Pummel (Select One Combat Maneuver), Soft Defense, Startle, Streetfighting Initiate, Streetfighting Master, Streetfighting Stances, Streetfighting Student, Takedown, Take the Hit, Up In Your Face, Weapon Element 2 (One-Handed Blunt Weapons, Chains)

Basic Maneuvers Basic Unarmed Attacks, Body Slam, Dual Punch, Ear Shot, Elbow Strike, Eye Gouge, Hammer Blow, Haymaker, Headbutt, Knee Strike, Push/Shove, Throw

Advanced Maneuvers Back to the Wall 4

Advantages Connected 1 * (Streetfighters), Contacts 1 * (Streetfighters), Equipment 1, Specialization 1 * (Survival, urban) 1

Skills Close Combat: Streetfighting 2 (+7), Deception 4 (+5), Expertise: Streetwise (AWE) 4 (+4), Expertise: Survival (AWE) 2 (+2), Intimidation 6 (+7), Persuasion 2 (+3)

Offense Initiative +1, Body Slam +9 (Grab-Based Affliction 6, Activation [Move]; Close Damage 6, Parry & Dodge –2); Dual Punch +7 (Close Damage 5, 18-20, Empowered Critical, Parry –5); Ear Shot +5** (Close Damage 1; Affliction 4; Affliction 4); Elbow Strike +9 (Close Damage 3, Grab Breaker); Eye Gouge +5 ** (Close Damage 1, 19-20, Empowered Critical 2; Affliction 4); Hammer Blow +7 (Close Damage 5, Parry –2); Haymaker +5 (Close Damage 9, 18-20, Empowered Critical 2, Activation [Move], Parry –5, Push Over 2); Headbutt +7 (Close Damage 3, 17-20, Parry –2; Affliction 6); Knee Strike +7 (Close Damage 4, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife +5 (Close Damage 4, 19-20); Push/Shove +9 (Close Damage 6, Enhanced Knockback 2, Knockback Only, Non-Critical); Streetfighting Knife +9 (Close Damage 4, 19-20); Streetfighting Unarmed +9 (Close Damage 3); Throw +7 (Grab-Based Close Damage 7, Enhanced Knockback, Parry –2; Affliction 4); Unarmed +5 (Close Damage 3)

Defense Dodge 5, Parry 6, Fortitude 7, Toughness 5/3 ±, Will 4

Totals Abilities 28 + Style Extras 1 + Maneuvers 49 + Advantages 32 + Skills 10 + Defenses 13 = 133

* See **Better Mousetrap 3e**

** Includes the –4 penalty to strike the head Streetfighter, High-Level (PL 7/Minion Rank 8)

± Without Defensive Roll

Threat Level: Alpha

Yakuza, Low-Level

PL6 • 78 points

Abilities Str 1, Sta 1, Agl 2, Dex 2, Fgt 2, Int 1, Awe 2, Pre 1

Equipment Machine pistol, knife

General Karate (Initiate)

Style Extras Spend 4 points as desired

Style Flaws Demanding (7 hours, –1)

Weapon Elements Unarmed

Style Stances Disarming, Guarded, Neutral, Offensive, Weapon

Style Advantages All-Out Attack, General Karate Initiate, General Karate Stances, Instant Up, Martial Balance

Basic Maneuvers Basic Unarmed Attacks, Elbow Strike, Knee Strike, Knife Hand, Roundhouse Kick, Side Kick, Snap Kick, Sweep

Advanced Maneuvers Riposte 1, Soft Landing 4

Wooryu (Initiate)

Style Extras Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws Weapon Dependent

Weapon Elements Pistol

Style Stances Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Advantages Accurate Attack, Quick Draw, Wooryu Initiate, Wooryu Stances

Basic Maneuvers Basic Pistol Attacks

Advanced Maneuvers Eagle Eye Aim 4

Advantages Equipment 3, Languages (English)

Skills Acrobatics 1 (+3), Close Combat: General Karate 1 (+3), Deception 2 (+3), Expertise: Martial Arts 2 (+3), Intimidation 2 (+3), Ranged Combat: Wooryu 2 (+4), Vehicles 2 (+4)

Offense Initiative +2 (+4 Pistols), Elbow Strike +3 (Close Damage 1, Grab Breaker); Karate Knife +3 (Close Damage 2, 19-20); Karate Unarmed +3 (Close Damage 1); Knee Strike +1 (Close Damage 2, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife Hand +1 (Close Damage 2, Empowered Critical); Knife +2 (Close Damage 2, 19-20); Machine Pistol +2 (Ranged Damage 3, Multiattack); Roundhouse Kick +3 (Close Damage 1, 19-20, Enhanced Knockback, Dodge –2); Side Kick +3 (Close Damage 3, Parry –2); Snap Kick +5 (Close Damage 2, Push Over); Sweep +5 (Close Affliction 6, Parry –5); Unarmed +2 (Close Damage 1); Wooryu Machine Pistol +6 (Ranged Damage 3, Multiattack)

Defense Dodge 5, Parry 2, Fortitude 5, Toughness 1, Will 5

Totals Abilities 24 + Style Extras 8 – Style Flaws 3 + Maneuvers 20 + Advantages 13 + Skills 6 + Defenses 10 = 78

Threat Level: Alpha

Native Language: Japanese

Yakuza, High-Level

PL7 • 126 points

Abilities Str 2, Sta 2, Agl 2, Dex 2, Fgt 2, Int 1, Awe 2, Pre 2

Equipment Machine pistol, knife

General Karate (Student)

Style Extras Spend 4 points as desired

Style Flaws Demanding (7 hours, –1)

Weapon Elements Unarmed, Chain Weapons, Short Blades

Style Stances Disarming, Guarded, Neutral, Offensive, Weapon

Style Advantages All-Out Attack, Dauntless (Knife Hand),

General Karate Initiate, General Karate Stances, General Karate Student, Improved Disabling 2 (Knife Hand, Roundhouse Kick), Improved Disarm, Improved Exchange 2 (All-Out Attack), Instant Up, Kata (General Karate), Martial Balance, Moment of Weakness * (Defend), Power Attack, Weapon Element 2 (Chain Weapons, Short Blades)

Basic Maneuvers Basic Unarmed Attacks, Elbow Strike, Knee Strike, Knife Hand, Roundhouse Kick, Side Kick, Snap Kick, Sweep

Advanced Maneuvers Nerve Strike 3, Riposte 1, Soft Landing 4

Wooryu (Initiate)

Style Extras Aggressive, Attack Focus (Pistol), Esoteric 2

Style Flaws Weapon Dependent

Weapon Elements Pistol, Submachine Gun

Style Stances Firing, Fluid, Low, Neutral, Offensive, Reactive, Weapon

Style Advantages Accurate Attack, Quick Draw, Weapon Element (Submachine Gun), Wooryu Initiate, Wooryu Stances

Basic Maneuvers Basic Pistol Attacks

Advanced Maneuvers Eagle Eye Aim 4, Hail of Bullets 3 (Burst), Hail of Bullets 3 (Cone), Hail of Bullets 3 (Line)

Advantages Equipment 3, Languages (English)

Skills Acrobatics 2 (+4), Close Combat: General Karate 4 (+6), Deception 4 (+6), Expertise: Martial Arts 3 (+4), Intimidation 2 (+3), Ranged Combat: Wooryu 6 (+8), Vehicles 3 (+5)

Offense Initiative +2 (+4 Pistols), Elbow Strike +8 (Close Damage 2, Grab Breaker); Karate Knife +8 (Close Damage 3, 19-20); Karate Unarmed +8 (Close Damage 2); Knee Strike +6 (Close Damage 3, 19-20, Grab Breaker, Parry –2, Push Over 2; Affliction 3); Knife Hand +6 (Close Damage 3, Dauntless, Empowered Critical, Improved Disabling); Knife +2 (Close Damage 3, 19-20); Machine Pistol +2 (Ranged Damage 3, Multiattack); Roundhouse Kick +8 (Close Damage 2, 19-20, Enhanced Knockback, Dodge –2, Improved Disabling); Side Kick +8 (Close Damage 4, Parry –2); Snap Kick +10 (Close Damage 2, Push Over); Sweep +10 (Close Affliction 6, Parry –5); Unarmed +2 (Close Damage 1); Wooryu Machine Pistol +10 (Ranged Damage 3, Multiattack)

Defense Dodge 7, Parry 5, Fortitude 7, Toughness 2, Will 7

Totals Abilities 30 + Style Extras 8 – Style Flaws 3 + Maneuvers 35 + Advantages 26 + Skills 12 + Defenses 18 = 126

Threat Level: Alpha

Native Language: Japanese



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