

HONG KONG KNIGHTS

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INTRODUCTION

"Hong Kong Knights, Part 1"

Kimiko knelt on the mat, eyes closed. The sound of her breathing became her entire world. Her body was alive with sensation, muscles twitching with anticipation. Suddenly she was on her feet, her sword in her hand. Her eyes opened, slightly unfocused in the dim light of the dojo. She whirled, performing simulated attacks and defenses, parries and ripostes. The sword was a part of her and she was a part of it. At no time did she feel more alive. More at peace.

A frantic banging broke her reverie. Swiftly she crossed the dojo and lifted a small curtain on the door. A small Japanese boy, perhaps eight or nine, was standing in front of the dojo, tears staining his young face. Instinctively, Kimiko glanced around to make sure he was alone before unlocking the door.

As soon as the door was unlocked he grabbed her hand, tugging her; he seemed panicked. "C'mon you gotta help me! It's my brother, they're killing him!"

Ari fell to his knees as another blow hit him square in the face. Stunned, he watched as the boy, taller than him when both were standing loomed over him for a moment, a hellish grin cracking his face. Ari's arms were like lead. Compared to his tormentor he seemed to be moving in slow motion. He was unable to raise them before the boy hit him again. Ari's heart pounded in his chest and the noise seemed even louder than the laughter and taunts that rained down on him as his tormentor turned to his friends, hands raised in a mock victory celebration.

"C'mon show us the round kick!"

"Yeah you promised you'd show us! This little punk can't even move!"

The tormentor shrugged off his red silk jacket, "Ok, but once I unleash that bad boy, he'll need a doctor. No more show..."

"Who cares, c'mon! You promised!"

Ari looked around, dazed, wondering what they were talking about. Wishing he could make his legs work.

Kimiko pushed her way through the crowd. After they noticed her; the boys, all wearing red silk jackets parted, making her way clear into the center of the circle. The crowd then closed behind her. Ignoring the boy at the center of the crowd, Kimiko knelt beside Ari. She tilted his head back, looking down critically into his eyes. "Possible concussion," she thought to herself. At least nothing was broken.

The crowd had gone completely silent. Many looked at the boy in the center; their unquestioned leader for direction. Sure she was a girl. But she was also an adult. Somehow that changed the dynamic of the situation.

The boy's laughter broke the silence, "Looks like the little boy's rescuer has arrived. His little brother and some girl."

Kimiko looked up at the boy, frowning. "He needs a doctor. I don't know what this is about, but he's coming with me. Go home."

The boy just laughed again. "I still need to demonstrate the roundhouse kick for my boys here. Then you can have him."

Kimiko stood up, barefoot, still in her practice gi, she moved between the boy and Ari. Her gaze locked with the boy's for a tense moment, "You may demonstrate your kick."

Laughter erupted from the crowd, but instantly quieted down, "On me. Not the boy."

Again they seemed to look to their leader for how to respond to this unexpected development. He noticed several of his friends glancing nervously at the sword casually slung on her back. This only fueled the rage inside him. This all seemed like a challenge to his dominance somehow.

Regaining his composure, the boy grinned again, "All right then."

Suddenly his body was in motion, a well-trained compact pivot designed to take the annoying girl's head right off her shoulders.

Only it didn't connect. The boy let his momentum carry him around, head swiveling to locate his target for a second attack. Except she seemed to have vanished.

Kimiko ducked beneath the boy's kick with ease. It wasn't exactly clumsy, and he was extremely quick, but an attack she knew was coming wasn't hard for a woman with her training to block. From a crouch she waited a split second for the boy's momentum to carry him around, then she swept his weight bearing leg out from under him.

The boy was trying to figure out why he was on the ground. His ankle was killing him, and stars were still exploding from the back of his head where he had unceremoniously landed on the pavement.

Kimiko stood up, and with the help of Ari's younger brother, got the boy on his feet. The crowd parted for them. The silence was deafening as they moved through the throng. A silence that was shattered by a click from the center of the crowd.

Ari seemed a little better able to walk on his own, and Kimiko whispered, "Head for the Gengetsu, then call the police."

Turning, she saw the boy at the center of the crowd, a murderous rage in his eyes. A switchblade was in his right hand and he motioned the girl forward. Eyes never leaving the wicked little blade in his hand, Kimiko stepped back into the center of the circle.

The sound of her breathing became her entire world.

The boy lunged forward. Thankfully he was a better martial artist than he was knife fighter. Kimiko sidestepped the lunge, bringing her open hand down sharply on the boy's wrist. He exhaled sharply in pain, and the knife fell clattering to the ground. Kimiko hooked one leg behind the boy, grabbing his shirt and using his clumsy momentum to carry him over her hip and back down to the pavement. In a heartbeat her sword was in her hand, the naked blade seemed to hum as it moved right against the boy's throat, but no farther.

"What is your name boy?"

The boy stared up at her in stunned silence for a moment, and swallowed. Finally he croaked out, "Ryusaki Kata."

Kimiko smiled for the first time that evening, "With a name like Kata you'd think you would practice more."

A titter of laughter was heard from the crowd at this.

"Well Ryusaki Kata, should you ever pull a blade on me again, I will disarm you permanently. It will be your hand on the ground alongside your blade. Do we have an understanding?"

Kata's eyes widened as he nodded.

Kimiko rose and pocketed the switchblade. Eyeing the crowd of boys, she picked up Kata's jacket and threw it into the air. Her katana moved through it with no more effort than it did the air and the jacket landed in two pieces on the ground.

"You call yourself the Crimson Fists? Get off the street. Go home. Stop harassing other boys. I am not going anywhere. The choice is yours."

Silence reigned as Kimiko sheathed her father's sword and once again walked through the crowd.

CHAPTER I: CHARACTERS



CHAPTER I: CHARACTERS

*“Hong Kong Knights, Part 2:
Allegiances”*

*Max walked around the small dojo,
looking at the pictures on the wall, the
memorabilia of a lifetime. A lifetime of service.*

He knew Kimiko had had problems with her father, and that she never reconciled with him before he passed away. Trouble with a father is something Max understood all too well. He hadn't expected Kimiko's father to be so little. Or such a highly decorated soldier: “Looks like a tough little guy to me,” Max mused to himself while he continued his trek around the room and its memories.

Although she hadn't reconciled with her father in life, Max couldn't help but feel the entire dojo was Kimmie's way of saying she was sorry. The place was like some kind of shrine.

And Max paused at the head of the dojo's workout area to stare in wonder at the centerpiece of that shrine. A sword. Not just any sword. Max had a sword from his time in the service. But this was different. This was an elegant weapon, hundreds of years old, with the weight of history pulsing through it. It was alive with memories. Memories of battle.

“Look but don't touch sugah, I'd hate to have to watch Kimmie kill you.”

Max felt Brianna's arm slip around his waist, “Yeah that would be pretty funny. She might be able to take me too. Unlike you.”

Brianna laughed and took a step back, intending to slug Max, whose eyes still had not left Kimiko's sword, in the bicep. Just as it should have landed he took a step back, grabbing her wrist and using her momentum to plant her face first on the matt.

She didn't stay there long. Despite the unceremonious way she had landed she managed to tuck her head and perform a shoulder roll onto her feet. Max loved to watch her move. Everything she did seemed graceful somehow.

Brianna, however, was in no mood to be admired.

“All right you lug, you asked for it. That's twice now.”

Max stepped onto the matt, shrugging off his jacket, grinning. As was his habit he smacked his left bicep, with the “Born to lose” tattoo first, then his right, with the “Death from above” tattoo. “It's not my fault you always think the first punch is going to land. Arrogant little...”

Max managed to duck the crescent kick, almost, taking the brunt of it on a shoulder that might as well have been carved from granite. The first few minutes of any fight with Bri were the most dangerous, he reminded himself. You have to adjust to just how fast she is.

Brianna danced around him, tossing off her jacket, doing little rabbit hops to loosen her hamstrings as she moved.

Max watched her, laughing as he realized how genuinely mad she was. He waited until she had one leg up in the air and then threw himself at her, driving his shoulder into her midsection. He heard her breath explode from her lungs and

knew he had her. He drove down, intending to drive her into the matt, a move that would finish a man twice her size. He barely caught a glimpse of his mistake in the mirrors that lined the walls of the dojo.

Brianna watched Max, standing in the center of the matt, eyes tracking her as she danced around him. She noticed his biceps (and lord what fine biceps they were... time enough for that later) tense every time she brought a leg up to stretch. So she paused just a split second too long, left one leg up a little too long, and waited. Sure enough he launched himself at her. She felt a moment of panic as he drove into her. This must be what fighting a tiger is like, she thought to herself. Then her lungs were searing, her ribs creaking audibly in her ear, and she was airborne. Just where she wanted to be.

As they reached the apex of their flight and began to head down to the matt, she wiggled down out of the larger man's grasp. Using his bulk for leverage, she brought her right leg up over her head, snapping it like a whip and nailing Max right in the back of his shaved head. With an audible “oomph” he landed face first on the matt. Brianna planted her hands on his shoulders and drove him down, then pushed off, launching herself back into the air and landing in a light crouch on the edge of the matt.

Max growled, shook his head, ready to launch himself again, when a voice interrupted his train of tactical thought.

“What are you two doing?!?”

Brianna stood up out of her fighting crouch, abashed. As always, Max managed to say the most embarrassing thing possible.

“Foreplay?”

Now it was Kimiko's turn to blush, though she hid it well, “Not in my dojo.”

Max stood up, snatching up his army surplus jacket from the floor where he had discarded it. “Place looks nice, when is the grand opening anyway?”

“Tomorrow,” and Kimiko couldn't help but smile at the thought of the Gengetsu, the Crescent Moon, finally being open for business. “But actually,” Kimiko continued, her smile fading, “I already have a student.”



ALLEGIANCES

The reason you fight is as important, if not more so, than how you go about fighting.

Motivation will determine what tactics a

fighter uses, as well as the styles he will choose.

What follows is a series of new allegiances detailing fighting philosophies. For characters with an extreme devotion to one of these philosophies, a series of feats will be found in the feats chapter based on these allegiances.

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DANGER

The tougher the going gets, the more you like it. If fighting two-on-one is fun, then three-on-one is more fun. Others will call your state of mind a “death wish”, but you don’t want to die. You want to *live*. Because you live for that rush you can only get when combat is real, deadly, and serious. You prefer adaptable martial arts styles, since you do not believe in any “philosophy” of combat beyond being the last man standing.

ENLIGHTENMENT

You seek to learn about yourself. Your entire life is a journey of self-discovery. You do not care whether what you learn is good or bad, you merely wish to know something you did not before. Seeing how you respond under stress is the perfect crucible to bring out your true character, so combat is an interesting exercise. You prefer internal martial arts styles, as the meditative regimens those styles teach allow you learn more about yourself during moments of quiet contemplation.

EXCITEMENT

Closely related to danger, characters that fight for excitement aren’t always looking for difficult combats they just want something different. Fighting three-on-one would give you a rush the first time you did it, but after that you’d need to fight them in an airplane about to crash into the ocean to get that same buzz. You prefer flashy, external martial arts styles, especially high-kicking styles full of leaping and tumbling, such as Tae Kwon Do. These styles fit your showy personality, but also rev you up, giving you that buzz you need to excel in combat.

HONOR

You always seek to maintain your personal character at the highest level. You will not back down from a challenge, nor will you use any undue advantage during combat. If your opponent has only melee weapons, you will fight him in melee. If your opponent has no weapons, you will fight him hand to hand. You rarely give your word, but when you do, you will stand by what you say. You prefer to have a broad range of fighting skills, in order to engage anyone who challenges you in the manner of their choosing, so ranged weapons, melee weapons, and martial arts are all valuable skills.

LOYALTY

This allegiance is always keyed to a specific person, or perhaps a small group. Loyalties to large groups are always bound up in ideology. This allegiance is about a personal bond, especially between men and women who have shared something special, such as the Sensei and student, or among a small group of soldiers serving together in combat.

SELF-DEFENSE

You do not seek combat at all. You merely train in the

martial arts to defend yourself when attacked. You will only strike first if an attack is imminent, and then only in a preemptive manner to eliminate the threat with the least amount of harm to yourself and your target. You prefer martial arts styles with strong defenses or overwhelming attacks.



CLASSES

*“Hong Kong Knights, Part 3: Lessons”
Kata pulled up into the parking lot of the Enkai.*

Despite the rain, he was wearing only a black t-shirt, refusing to wear a jacket other than his Shinku Kobushi I jacket which that bitch had ruined the night before. Weaving through the Lincolns and Cadillacs waiting for valet parking, he pulled his bike around back, pausing briefly to meet the gaze of a hard-eyed teppodama holding a barely concealed Uzi under a rain-slicked trench coat. He stopped at the door before another guard; one seemingly cut from the same block of granite as the one who guarded the entryway to the rear parking area and stated his business, “I need to see Mr. Takamitsu.”

The guard just grunted and knocked on the door. It opened into a small room where three more guards stood at the ready. One of the guards went deeper into the labyrinth that made up the back of the Enkai while Kata waited in silence, shivering in the air conditioned club.

Shogu stood motionless in the dimly lit room. His vision narrowed until he saw nothing other than his target. The sound of his breathing became the only sound. Its measured beat like a metronome to a dance inside his heart. His katana was tucked into his belt the way the ancient Iaijutsu masters wore their blades. The metronome quickened, and with a Kiai he began to run. At the last possible instant he drew his sword. Like lightning the blade arched over his head and came crashing down on his target, the arm of a headless corpse stretched out on a table, severing meat and bone cleanly. In an instant he had cleaned his blade and resheathed it. Only after he had turned his back did a servant scurry from the darkness on the far side of the room and retrieve the severed arm, ferrying it away. Shogu turned and stood motionless, once again facing his target.

The door behind him opened and Kata slipped in. He crossed his wrists behind his back and lowered his gaze, waiting in silence. After a moment Shogu turned to face the boy. “Where is your jacket, Kata?”

Kata stood completely still, never raising his eyes to look at his superior, “There has been a problem, Oyabun. I need guns...”

The backhanded smack rocked Kata back on his heels. He kept his arms crossed behind his back, his gaze lowered.

“You have all that you need Kata. You and your bosozuku must maintain a low profile until we have established ourselves here. You assured me you could do this. You have

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TABLE I-1: THE NINJA

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Shinobi-jutsu	+1	+0
2 nd	+1	+0	+3	+0	Silent kill +1d6	+2	+0
3 rd	+2	+1	+3	+1	Shichi-ho-de	+2	+0
4 th	+3	+1	+4	+1	Silent kill +2d6	+3	+0
5 th	+3	+1	+4	+1	Goton-no-jutsu	+4	+1
6 th	+4	+2	+5	+2	Silent kill +3d6	+4	+1
7 th	+5	+2	+5	+2	Chunin	+5	+1
8 th	+6	+2	+6	+2	Silent kill +4d6	+6	+1
9 th	+6	+3	+6	+3	Jonin	+6	+2
10 th	+7	+3	+7	+3	Silent kill +5d6	+7	+2

all that you need. If you cannot cement control of the streets, I will find someone who can."

Kata nodded, remaining motionless as Shogu talked momentarily with a servant, who scurried quickly into the darkness and returned.

He handed Kata a small knife with a string tied around it. "Now go."

ADVANCED CLASSES

Following are five new martial arts oriented classes for d20 Modern. Some, like the Ninja, the Yakuza and the Sensei represent specific professions more likely to be encountered in a martial arts campaign. Others, like the Totem Warrior and the Weapon Master represent specialists in specific types of martial arts styles.

NINJA

The exact origin of Ninjutsu is unknown; however it seems to have originated during the reign of Empress Suiko (CE 593-628). During a war a warrior named Otomo-no-Saijin secured valuable information about the enemy and won the day. He was rewarded with the name Shinobi for his efforts. The earliest form of Ninjutsu was called Shinobi-jutsu and the Japanese pictograph for Ninjutsu is the word Shinobi with one additional character. The current status of Ninjutsu is unclear; however there were ninja clans actively involved with the Japanese war effort during World War II. However when the end of the war and an American occupation brought about the birth of a new democratic Japan these clans seem to have disappeared like smoke in a strong wind.

REQUIREMENTS

To qualify to become a ninja, a character must fulfill the following criteria.

Skills: Hide 6 ranks, Move Silently 6 ranks

Feats: Ninjutsu, Shadow

CLASS INFORMATION

The following information pertains to the ninja advanced class.

Hit Die: d6

Action Points: 6 plus one-half the character's level, rounded down.

Class Skills: The ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, behavioral sciences, history, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 5+ Int. modifier

CLASS FEATURES

All of the following are features of the ninja advanced class.

Shinobi-jutsu: The "stealing in method" is the ninja's primary source of power. His stealth provides him with the means of getting close to his target and escaping with his life. This ability allows the character to add his ninja class level to all hide and move silently skill checks.

Silent kill: The character gains the listed sneak attack damage against surprised, flat-footed, or flanked targets. If the victim of this attack is surprised and fails a Massive Damage Threshold saving throw, the character is eliminated in complete silence, requiring a Listen check (DC 30) for any nearby guard to notice something amiss. At the GM's discretion, Ordinaries may not receive a MDT save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

Shichi-ho-de: The "ways of going" provide another means of entry and escape for the ninja through the means of disguise. This ability allows the character to add his ninja class level to all disguise and bluff skill checks.

This ability also allows the ninja to prepare up to seven disguises before a mission (taking an hour of preparation for each disguise) and then during a mission, assume that disguise as a full-round action. A character must have a disguise kit to prepare a disguise for this ability.

Goton-no-jutsu: The "escaping techniques" are predetermined escape routes that allow the ninja to depart after completing his mission. This ability allows the character to add his ninja class level to all climb, escape artist, and swim skill checks made while making his escape.

This ability also allows a ninja to create a blind or screen at a predetermined location. The ninja can either use this

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blind to watch his target in preparation for a mission, or as an emergency bolthole to hide from guards if his escape is in danger. This ability requires an hour to prepare. After preparations are complete, the ninja gains a +10 circumstance bonus to hide skill checks while he is in that predetermined location. If a spot check discovers the ninja, the hide bonus is permanently lost at that location.

Chunin: You have risen to the rank of Chunin or “middle man” in your ninja clan. This ability acts as the Leadership feat except that all your followers of 4th level or above are ninja. Followers below 4th level are in training or are resources from outside the clan. If you already possess the Leadership feat this class ability grants you the Renown feat instead.

Jonin: You have risen to the rank of Jonin or “upper man” in your ninja clan. This ability adds +10 to your Leadership score. If this raises your Leadership above 25, double the number of followers for each full five points above 25. You also no longer suffer leadership penalties for the deaths of followers or cohorts. Finally, this ability grants you the Information Network feat as a bonus feat. Should you already possess this feat, this class ability grants you the Renown feat instead.

TOTEM WARRIOR

The totem warrior seeks to learn all he can about one animal style, including information on the psychology and physiology of the animal it imitates. He seeks to place himself in the mindset of that animal in combat, having learned that animals win more fights than they lose because they have no regrets, no second thoughts. By submerging the man and bringing out the animal, the totem warrior gains ferocity and competence in battle.

REQUIREMENTS

To qualify to become a totem warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3

Feats: Combat Martial Arts, any one Animal style

Skills: Intimidate 3 ranks

CLASS INFORMATION

The following information pertains to the totem warrior advanced class.

Hit Die: d10

Action Points: 6 plus one-half the character’s level, rounded down.

Class Skills: The totem warrior’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Wis), Spot (Wis) and Survival (Wis)

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

All of the following are features of the totem warrior advanced class.

Animal Mastery: At 1st, 3rd, 5th, and 7th levels, the totem warrior gains a martial arts mastery for his chosen animal style of the levels indicated in the class table.

Pack Mentality: The totem warrior learns not only how animals fight, but also how they fight together. At 2nd level the totem warrior gains a +2 to attack and skill checks when fighting with an ally who knows the same animal style.

Totem Channeling: At 9th level, the totem warrior can actually channel his chosen animal. The ability that the style is based on (the ability that modifies the style’s attacks) is modified by an enhancement bonus of +6 for three rounds plus the totem warrior’s constitution modifier. This ability requires the totem warrior to spend an action point.



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TABLE 1-2: TOTEM WARRIOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+1	+1	+0	Animal mastery 1	+1	+0
2 nd	+2	+2	+2	+0	Pack mentality	+1	+0
3 rd	+3	+2	+2	+1	Animal mastery 1-2	+2	+0
4 th	+4	+2	+2	+1	Bonus feat	+2	+0
5 th	+5	+3	+3	+1	Animal mastery 1-2	+3	+1
6 th	+6	+3	+3	+2	Bonus feat	+3	+1
7 th	+7	+4	+4	+2	Animal Mastery 1-3	+4	+1
8 th	+8	+4	+4	+2	Bonus feat	+4	+1
9 th	+9	+4	+4	+3	Totem channeling	+5	+2
10 th	+10	+5	+5	+3	Bonus feat	+5	+2

Bonus Feats: At 4th, 6th, 8th, and 10th levels, the totem warrior may select a bonus feat from his animal style's bonus feat list.

WEAPON MASTER

The weapon master seeks to be the ultimate practitioner of one weapon, to learn all the intricacies of that weapon until, in combat, it functions as an extension of his own body, moving as naturally and as effortlessly as he does.

REQUIREMENTS

To qualify to become a weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +3

Feats: Weapon Focus (chosen weapon), one Weapon martial arts style

Skills: Knowledge (tactics) 3 ranks

Special: One masterwork weapon of the type the character is specializing in.

CLASS INFORMATION

The following information pertains to the weapon master advanced class.

Hit Die: d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The weapon master's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics, theology and

philosophy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str)

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

All of the following are features of the weapon master advanced class.

Mastery: At 1st, 3rd, and 6th levels, the weapon master gains the weapon mastery feat for the weapon style he is mastering.

Weapon Specialization: At 2nd level, the weapon master inflicts +2 damage with his chosen weapon.

Greater Weapon Focus: At 5th level, the weapon master gains an additional +1 to hit with his chosen weapon. This bonus stacks with weapon focus.

Greater Weapon Specialization: At 9th level, the weapon master inflicts an additional +2 damage with his chosen weapon. This bonus stacks with weapon specialization.

Bonus Feats: At 4th, 7th, 8th, and 10th levels, the weapon master gains a bonus feat off of his weapon style's bonus feat list.

YAKUZA

There is an old saying that represents, perhaps better than any other, the traditional Japanese mindset: "The nail that sticks up must be hammered down". The Yakuza crime families, the Japanese equivalent of the Mafia, are the nail that refuses to be hammered down. In a society based on rigid conformity, Yakuza stand out, wearing shiny sharkskin suits, driving bulletproof Lincolns and Cadillacs, sporting

TABLE 1-3: THE WEAPON MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Weapon Mastery 1	+1	+0
2 nd	+1	+3	+3	+0	Weapon Specialization	+2	+0
3 rd	+2	+3	+3	+1	Weapon Mastery 2	+2	+0
4 th	+3	+4	+4	+1	Bonus Feat	+3	+0
5 th	+3	+4	+4	+1	Greater Weapon Focus	+4	+1
6 th	+4	+5	+5	+2	Weapon Mastery 3	+4	+1
7 th	+5	+5	+5	+2	Bonus Feat	+5	+1
8 th	+6	+6	+6	+2	Bonus Feat	+6	+1
9 th	+6	+6	+6	+3	Greater Weapon Specialization	+6	+2
10 th	+7	+7	+7	+3	Bonus Feat	+7	+2

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tattoos over most of their body, and ritually disfiguring themselves to atone for a mistake. Even the name Yakuza denotes those willing to be losers in a society predicated on perfection. The word Yakuza comes from Ya, (8) Ku (9) and Sa (3) that adds up to 20, a losing hand in a popular Japanese card game. Thus the Yakuza are the “losing hands”.

Yakuza fall into three broad categories: tekiya, bakuto and gurentai. Tekiya are the street peddlers, and have been a part of Japanese society since the 18th century selling snake-oil and other goods not legally obtainable. Today tekiya sell all manner of bootleg software and music, mostly of American origin. Bakuto are the gamblers, and in the distant past worked fairs, providing dice games and other amusements. Today they operate pachinko parlors. Pachinko is the Japanese equivalent of a slot machine, in which a chrome ball races through a maze when released. The gurentai, however, are the true gangsters, and their name

itself means “hoodlum”. The gurentai rose to power in the years following World War II when the American occupation created an enormous new market for black market goods. Like Prohibition in the United States, it was the American occupation that allowed the Yakuza to gain a foothold in Japanese society. And their numbers are enormous today, estimated at more than 110,000 active members. By contrast, the American Mafia is believed to have 20,000 active members, in a nation with more than twice the population of Japan. Not content with their position and influence in Japanese society (where they are closely allied with right-wing politics), the Yakuza have spread to Korea, Hong Kong, China, and the United States.

Yakuza families are lead by the Oyabun, or the father. His servants are the Kobun, or children. Like any father, the Oyabun will advise and lead his children, and must be prepared to punish them when they disobey or disappoint. In extreme cases this punishment will take the form of Yubizume, the amputation of the last joint of a subordinate’s pinky finger. This practice traces its origin to feudal Japan, when a disobedient Samurai would be ordered to perform Yubizume for minor disobedience to his Daimyo. Since the pinky finger bears much of the weight when using a katana, this made the Samurai less able to fight and more dependant upon his lord’s protection. Today the act is purely symbolic and is an unspoken order given to a subordinate. When a superior gives a yakuza a knife with a string tied to it (to staunch the bleeding after the finger is removed) he knows that he has been ordered to perform Yubizume. The next time the subordinate appears before his superior, if he does not have the finger joint wrapped as an offering, the punishment is death.

Today the Yakuza operate like any other large criminal organization, dealing in drugs (opium and heroine being their primary products), prostitution, pornography, loan-sharking, and protection rackets. Like the Mafia, their Pachinko gambling parlors have become less and less important to their bottom line. Standards for recruiting have been lowered, with many new members coming from the bosozoku, or the “speed tribes,” Japan’s violent motorcycle gangs. It may be telling that Japan’s police agency has officially reclassified the Yakuza as boryokudan, or “violent ones”. This is the same term used for other criminals and implies that the Yakuza are no longer going to be tolerated, but rooted out and destroyed.

REQUIREMENTS

To qualify to become a yakuza, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (streetwise) 6 ranks

Feats: Devotion (the character’s loyalty must be to a Yakuza Oyabun), Personal Firearms Proficiency

CLASS INFORMATION

The following information pertains to the yakuza advanced class.



CHAPTER 1: CHARACTERS

TABLE 1-4: THE YAKUZA

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Kuroi Kiri	+1	+1
2 nd	+1	+0	+3	+0	Bonus Feat	+2	+1
3 rd	+2	+1	+3	+1	Teppodama	+2	+1
4 th	+3	+1	+4	+1	Bonus Feat	+3	+2
5 th	+3	+1	+4	+1	Contraband	+4	+2
6 th	+4	+2	+5	+2	Bonus Feat	+4	+2
7 th	+5	+2	+5	+2	Fuku-Honbucho	+5	+3
8 th	+6	+2	+6	+2	Bonus Feat	+6	+3
9 th	+6	+3	+6	+3	Oyabun	+6	+3
10 th	+7	+3	+7	+3	Bonus Feat	+7	+4

Hit Die: d8

Action Points: 6 plus one-half the character's level, rounded down.

Class Skills: The yakuza's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (business, current events, popular culture, streetwise) (Int), Listen (Wis), Sense Motive (Wis) and Spot (Wis)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

All of the following are features of the yakuza advanced class.

Kuroi Kiri: The yakuza are admired for their ability to perform kuroi kiri (black rain) or "dirty deeds" even by their enemies. The yakuza adds his reputation bonus to any Bluff, Diplomacy, Gather Information, Intimidate or Sense Motive skill check.

Teppodama: A yakuza is expected to be a bullet for his oyabun, acting as the instrument of death at a moment's notice even if such action will cost the kobun his life. If the yakuza's oyabun has ordered the death of an individual, a character with this class ability gains a +2 bonus to hit and damage against that person.

Contraband: Like most criminal organizations the yakuza control large segments of the black market. At 5th level, the yakuza has risen in importance and controls a small piece of such an enterprise himself, gaining a piece of the action. The character may add his reputation to his wealth score. As the character's reputation increases, he adds the amount of any increase to his wealth score as well. For example if a yakuza's reputation rose by one because of a level increase, his wealth would increase by one as well.

Fuku-Honbucho: The character has risen through the ranks and now controls Yakuza himself though still under the leadership of his oyabun. This ability acts like the Leadership feat except that all your follows of 4th level and above are Yakuza, while those of lower levels are shatei (younger brothers) who are loyal to you even though they have not been formally admitted to your Yakuza family. If you already possess the Leadership feat then this ability grants you the Renown feat instead.

Oyabun: The character is now in command of an

extremely influential yakuza family with vast territories under his direct or indirect control. This ability adds +10 to your Leadership score. If this raises your Leadership above 25, double the number of followers for each full five points above 25. You also no longer suffer leadership penalties for the deaths of followers or cohorts. Finally, this ability grants you the Information Network feat as a bonus feat. Should you already possess this feat, this class ability grants you the Renown feat instead.

Bonus Feats: At 2nd, 4th, 6th, 8th and 10th levels, the character gains a bonus feat from the following list: Advanced Combat Martial Arts, Alertness, Archaic Weapons- Japanese, Archaic Weapons-Samurai, Armor proficiency (light), Brawl, Combat Martial Arts, Combat Reflexes, Drive-by attack, Improved Combat Martial Arts, Martial Arts Style (any) and Martial Arts Maneuver (any). The character must meet the prerequisites for any feat.

PRESTIGE CLASSES

SENSEI

The master-student relationship is one of the most powerful aspects of the martial arts. So powerful is this relationship it is feared by many governments with long martial arts traditions, as seen in the de-emphasizing of the relationship, in favor of the large clubs used to teach martial arts in Japan or in attempts to make the "sensei" the State, as has happened in China.

Sensei are renowned for their ability to teach not just the martial arts, but also ethics, morality, and philosophy to their students. Sensei are not merely men and women who pass information on, they are also innovators, and the most renowned are the creators of styles. Cult followings have sprung up around these masters, another reason governments respect and fear these teachers and mentors.

The term sensei is Japanese. All cultures have a different name for their instructors, but the second most common name for a martial arts instructor is the Chinese term Si-fu.

REQUIREMENTS

To qualify to become a Sensei, a character must fulfill the following criteria.

Base Attack Bonus: 5+

CHAPTER 1: CHARACTERS

TABLE 1-5: THE SENSEI

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+2	Mastery (Level 1-2)	+1	+1
2 nd	+1	+0	+3	+3	Bonus Feat	+2	+1
3 rd	+2	+1	+3	+3	Mastery (Level 1-2)	+2	+1
4 th	+3	+1	+4	+4	Personal Style (skills); Bonus Feat	+3	+2
5 th	+3	+1	+4	+4	Mastery (Level 1-2)	+4	+2
6 th	+4	+2	+5	+5	Personal Style (feats); Bonus Feat	+4	+2
7 th	+5	+2	+5	+5	Mastery (Level 1-3)	+5	+3
8 th	+6	+2	+6	+6	Personal Style (masteries); Secret Technique	+6	+3
9 th	+6	+3	+6	+6	Mastery (Level 1-3)	+6	+3
10 th	+7	+3	+7	+7	Secret Technique	+7	+4

Skills: Concentration 8 ranks, Sense Motive 5 ranks

Feats: Combat or Defensive Martial Arts, any one style feat, any two Maneuver feats

CLASS INFORMATION

The following information pertains to the sensei advanced class.

Hit Die: d6

Action Points: 7 plus one-half the character's level, rounded down.

Class Skills: The Sensei's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha),

Jump (Str), Knowledge (history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Pressure Points, Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 7+Int. modifier

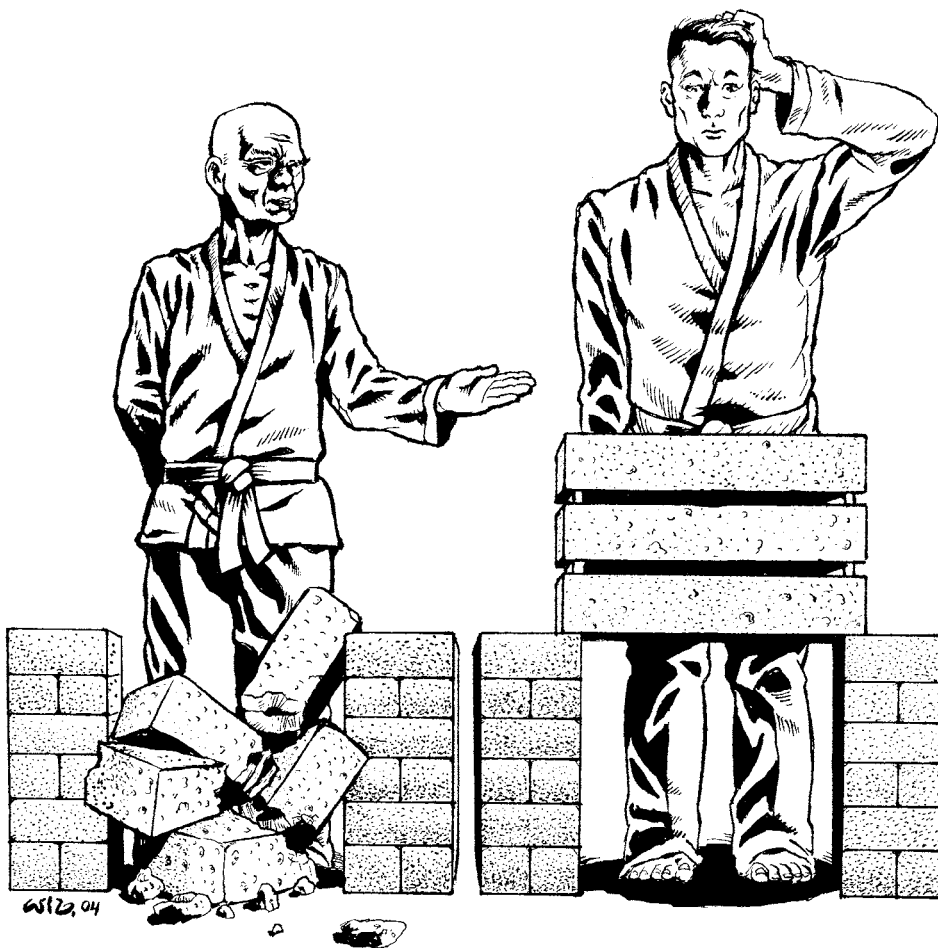
CLASS FEATURES

All of the following are features of the sensei prestige class.

Mastery: At 1st, 3rd, 5th, 7th, and 9th level, a sensei gains a martial arts mastery in one of the styles he knows. Unlike the martial arts master and the contemplative master, the sensei does not need to pick a single style from which to choose his masteries. He may select freely from the masteries of any styles he knows. The sensei must meet the prerequisite for any mastery he selects.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the sensei may select a bonus feat from the bonus feat list for any of the styles he knows. Unlike the martial arts master and the contemplative master, the sensei does not need to pick a single style from which to choose his bonus feats. He may select freely from the bonus feats of any styles he knows. The sensei must meet the prerequisite for any feat he selects.

Personal Style: Sensei can impart much more information to their students than mere instruction in a style or a maneuver. The sensei herself can pass her unique style onto her students. In order to gain the benefits from these abilities, a student must be considered a student of the sensei. This requires an allegiance to the sensei, as well as the sensei accepting the student for instruction. Remember that allegiances may only be changed when a character gains a level. Also, many sensei require lengthy, arduous probation periods, which



CHAPTER I: CHARACTERS

TABLE I-6: THE WARRIOR MONK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Mastery Level 1-2	+1	+1
2 nd	+2	+3	+3	+0	Bonus Feat	+2	+1
3 rd	+3	+3	+3	+1	Mastery Level 1-2	+2	+1
4 th	+4	+4	+4	+1	Bonus Feat	+3	+2
5 th	+5	+4	+4	+1	Mastery Level 1-2	+4	+2
6 th	+6	+5	+5	+2	Bonus Feat	+4	+2
7 th	+7	+5	+5	+2	Mastery Level 1-3	+5	+3
8 th	+8	+6	+6	+2	Bonus Feat	+6	+3
9 th	+9	+6	+6	+3	Mastery Level 1-3	+6	+3
10 th	+10	+7	+7	+3	Bonus Feat; Ultimate Weapon	+7	+4

may entail ignoring a prospective student, requiring gifts of him, or giving the student menial tasks such as cleaning or maintenance of the dojo. These probation periods separate those with devotion from those without.

At 4th level, a sensei may teach his students any skill he knows. The skill is treated as a class skill for the student only so long as he studies from the sensei. The student must be eligible to select or improve skills (in other words, he must have skill points to spend).

At 6th level, a sensei may teach his students any feat he knows. The student must be eligible to select a feat, and must meet all prerequisites for the feat selected. The student may select the feat as a bonus feat.

At 8th level, a sensei may teach his students masteries from any of the styles he knows. The student must be eligible to receive a mastery ability, and must meet all prerequisites for the mastery selected.

Secret Technique: At 8th and 10th levels, the Sensei may select any martial arts maneuver as a bonus feat. The sensei may take this maneuver even if he does not meet the prerequisite or cannot find someone to teach the maneuver. He simply “discovers” it.

WARRIOR MONK

The warrior monk is the ultimate weapon. Body mind and spirit combine to allow him to perform seemingly impossible acts.

REQUIREMENTS

To qualify to become a warrior monk, a character must fulfill the following criteria.

Base Attack Bonus: +7

Feats: Combat Martial Arts, any external martial arts style, any two martial arts maneuvers

CLASS INFORMATION

The following information pertains to the warrior monk prestige class.

Hit Die: d8

Action Points: 7 plus one-half the character’s level, rounded down.

Class Skills: The warrior monk’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str),

Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Pressure Points, Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

All of the following are features of the warrior monk prestige class.

Mastery: At 1st, 3rd, 5th, 7th, and 9th levels, a warrior monk gains a martial arts mastery in one of the styles he knows. Unlike the martial arts master and the contemplative master, the warrior monk does not need to pick a single style from which to choose his masteries. He may select freely from the masteries of any styles he knows. The warrior monk must meet the prerequisite for any mastery he selects.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the warrior monk may select a bonus feat from the bonus feat list for any of the styles he knows. Unlike the martial arts master and the contemplative master, the warrior monk does not need to pick a single style from which to choose his bonus feats. He may select freely from the bonus feats of any styles he knows. The warrior monk must meet the prerequisite for any feat he selects.

Ultimate Weapon: All of the warrior monk’s martial arts attacks inflict an extra die of damage.

ZEN MASTER

Since medieval times Zen Buddhism has been the dominant religion of Asian martial artists. In Japan the Buddhist temples were known as dojo and the practice of combat techniques under the watchful eye of Zen masters became so commonplace that even today, halls where martial arts are practiced go by this name. In China the link between Zen and the martial arts is even stronger as the primary exponents of Kung Fu, the Shao-Lin were themselves Buddhist monks.

REQUIREMENTS

To qualify to become a Zen master, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Concentration 10 ranks, Knowledge (theology and

CHAPTER I: CHARACTERS

TABLE I-7: THE ZEN MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+2	Mastery Level 1-2	+1	+1
2 nd	+1	+3	+3	+3	Bonus Feat	+2	+1
3 rd	+1	+3	+3	+3	Mastery Level 1-2	+2	+1
4 th	+2	+4	+4	+4	Bonus Feat	+3	+2
5 th	+2	+4	+4	+4	Mastery Level 1-3	+4	+2
6 th	+3	+5	+5	+5	Bonus Feat	+4	+2
7 th	+3	+5	+5	+5	Shojin	+5	+3
8 th	+4	+6	+6	+6	Bonus Feat	+6	+3
9 th	+4	+6	+6	+6	Shiho	+6	+3
10 th	+5	+7	+7	+7	Zazen	+7	+4

philosophy) 5 ranks

Feats: Defensive Martial Arts, any one internal martial arts style, Zen, Zen Focus

CLASS INFORMATION

The following information pertains to the Zen master prestige class.

Hit Die: d6

Action Points: 7 plus one-half the character's level, rounded down.

Class Skills: The Zen master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore),

history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 9+Int. modifier

CLASS FEATURES

All of the following are features of the Zen master prestige class.

Mastery: At 1st, 3rd and 5th level, a Zen master gains a martial arts mastery in one of the styles he knows. Unlike the martial arts master and the contemplative master, the Zen master does not need to pick a single style from which to choose his masteries. He may select freely from the masteries of any styles he knows. The Zen master must meet the prerequisite for any mastery he selects.

Bonus Feats: At 2nd, 4th, 6th and 8th levels, the Zen master may select a bonus feat from the bonus feat list for any of the styles he knows. Unlike the martial arts master and the contemplative master, the Zen master does not need to pick a single style from which to choose his bonus feats. He may select freely from the bonus feats of any styles he knows. The Zen master must meet the prerequisite for any feat he selects.

Shojin: The first step on the path to Zen perfection. Anytime the Zen master successfully uses the Zen feat to gain a bonus on a skill check or the Zen Focus feat to gain a bonus on an attack or damage roll, he gains a +3 bonus rather than the usual +2.

Shiho: The second step on the path to Zen perfection. Anytime the Zen master successfully uses the Zen feat to gain a bonus on a skill check or the Zen Focus feat to gain a bonus on an attack or damage roll, he gains a +4 bonus rather than the usual +2.

Zazen: The ultimate form of Zen perfection. The Zen master no longer provokes an attack of opportunity when using the Zen or Zen focus feats to gain a bonus on a skill, attack or damage roll. This ability requires the Zen master to spend an action point. The Zen master may use the Zen and Zen focus feats normally without spending an action point, but if he does not spend an action point he provokes an attack of opportunity.



CHAPTER I: CHARACTERS



SKILLS

BALANCE (DEX)

Armor Penalty

New Use- Footwork: In combat even small differences in range can affect the outcome if a character is light enough on his feet to take advantage of those differences. Weapon size is the key to footwork in combat, as each character attempts to get into optimal range for the melee weapon he is using. This will involve moving forward or backward by minute amounts (in terms of the scale used in combat, characters using footwork during melee combat never stop threatening one another- if one attempts to leave the threatened area normal movement rules apply).

Any attempt to take advantage of footwork involves an opposed Balance check between you and your opponent. Whichever party wins this check may decide which benefit is gained until the beginning of the next round, when both combatants roll again.

Making a Balance check for footwork is a move action. A character may only attempt one Balance check for footwork each round and may only do so on his action.

A character that is denied his Dexterity bonus for any reason, such as being grappled, flat-footed or flanked may not attempt a Balance check for footwork.

This form of movement either involves *crowding*, *backing off*, *circling*, or *facing*. Each of these is defined in game terms below.

Crowding: You move in, preventing your opponent from taking full advantage of the reach of his weapon. Both you and your opponent take a -1 circumstance penalty to attack rolls when using a weapon of medium size. Both you and your opponent take a -2 circumstance penalty to attack rolls when using a weapon of large size.

Backing off: You move out, attempting to take advantage of your weapon's reach. Both you and your opponent gain a +1 circumstance bonus to attack rolls when using a weapon of medium size. Both you and your opponent gain a +2 circumstance bonus to attack rolls when using a weapon of large size.

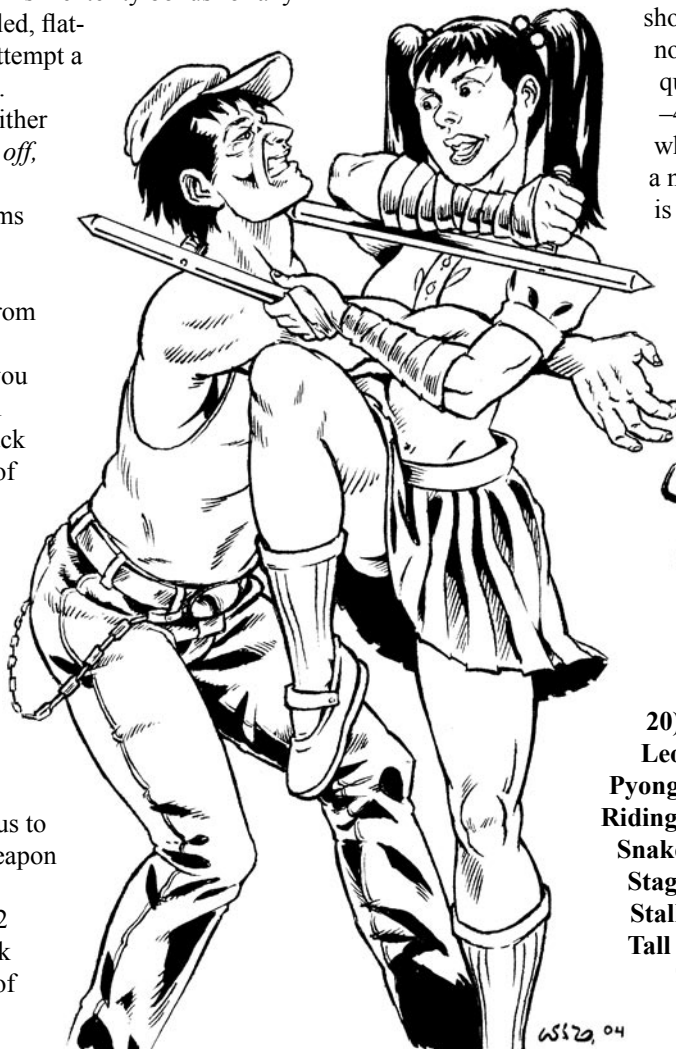
Circling: You wheel around your opponent using your footwork to gain a defensive advantage. If you successfully circle in combat you increase your defense bonus from Dexterity by +1 or 50% whichever is greater.

Facing: You face your opponent, closing to inflict maximum damage, using your footwork to step into blows. If you successfully face in combat you increase your melee damage bonus from Strength by +1 or 50% whichever is greater.

Alternate Use- Stancework: The Balance skill is the key to assuming the stances used in combat. This is the reason so many stances have a Balance requirement, or why martial arts styles which make use of stances so frequently grant Balance as a class skill. In Blood and Fists, a stance was like any other martial arts maneuver: either you could do it or you couldn't. In this alternate system, assuming a stance is a Balance skill check, with the DC determined by the difficulty of the stance. Thus any character could assume any stance, provided you meet the prerequisite.

Thus a character with the White Crane martial arts style could attempt a Balance check (at -4) to assume the Crane stance. However a PC without the Crane style would not be able to do this, regardless of how well he rolled on his Balance check.

However (you knew the other shoe had to drop right?), if you do not have the feat for the stance in question, this Balance check is at -4. Also, assuming a stance for which you do not have the feat is a move action (assuming a stance is normally a free action). For convenience the balance DCs for all stances, both those found in Blood and Fists and this book are listed below.



- Bear Stance (DC 15)
- Bow and Arrow (DC 20)
- Crane Stance (DC 20)
- Daisan (DC 15)
- Dojukiri (DC 20)
- Dragon Stance (DC 15)
- Ginga (DC 15)
- Landing Crane (DC 20)
- Leopard Crouch (DC 15)
- Pyong-Hi-Sogi (DC 15)
- Riding Horse (DC 20)
- Snake (DC 10)
- Stagger (DC 15)
- Stalking Panther (DC 20)
- Tall Monkey (DC 15)
- Tiger Stance (DC 20)

CHAPTER 2: MARTIAL ARTS



CHAPTER 2: MARTIAL ARTS

Max sat on the balcony, watching the sun come up. He took a long drink of strong coffee and wished he had a cigarette. He didn't turn as the door slid open behind him, but held his cup over his shoulder. Brianna took it and slipped one arm around Max's waist. After taking a drink she handed it back, then rested her chin on his shoulder, watching the sun come up over the harbor with him.

Finally Brianna broke the silence, "So what's on the itinerary today?"

"I was thinking Lantau island."

"Thinking of exploring Buddhism?"

Max chuckled, "I'm starving. I wonder if we can find Dim Sum this early. Let's hit the Soho district and then catch a ferry."

Brianna arched her back, listening to it crack, "Sounds good. Mind telling me what's been on your mind lately? You're not usually so quiet."

Max turned around, regarding her intently. "I invited your father to join us. I wanted to let him know."

Brianna stiffened slightly, "It's not exactly safe for him to be here."

She got flustered as Max laughed, then suddenly became serious; "I was thinking it would be easier to tell him if we could also tell him we were engaged."

Brianna studied him for a moment, frowning, "You know that might be the worst proposal I have ever heard."

Max laughed, "Well I'll bow to your wisdom on that. You've obviously gotten more proposals than I've given... ow!!!"

Max stood on one leg, cursing. Now it was Brianna's turn to laugh, "Sometimes the first shot does land. All right you sexist oaf. You can marry me. And you can ask my father for my hand like it's the eighteenth century too."

Max growled, cursing under his breath, "That is not why I invited... ow!!!"

Kimiko stood, watching critically as her students went through their kata.

"Technique is everything. Concentrate on your breathing. Let it become your entire world."

Looking at the pictures on the walls above the mirrors that ringed the dojo, she remembered someone else saying those exact words so long ago.

From outside she heard motorcycles, a lot of them, roaring to a stop in front of the dojo. She tapped Ari on the arm, "Go call the police. Now."

Tucking her father's sword into her belt, Kimiko hurried the younger students into her office. She opened a small glass case, handing some of the older students the small assortment of traditional weapons she had on hand: Sai, Jutte, Nunchaku.

Boy after boy filed into the dojo, all wearing red silk jackets. On the back, in black, a fist with a dragon wrapped around it. She allowed herself a slight smile as she noticed not a single of the boys were armed. At least her demonstration had done some good.

Katsumoto quickened his pace as he saw the motorcycles stop in front of the tiny nondescript building. He had a sense about some things, and he felt like the building getting all the attention was his destination. Hong Kong had never been a safe or boring place for the old man to visit. He counted the bikes and frowned. Fourteen.

As he neared the door he could hear the sounds of battle from inside. He glanced through the glass door, seeing one boy in a red jacket standing guard. Glimpses of the chaos inside told the old man all he needed to know about what was happening in the building.

He opened the door and grabbed the boy by the hair, pulling him into the street. A sharp chop to the neck and the boy was unconscious. Steeling himself, Katsumoto brought his heel down hard, breaking the boy's ankle.

The old man then reached into his duffle bag and pulled out a rope woven of horsehair. At either end of the rope was a stone weight the size his fist. The old man then slipped inside the tiny dojo like a ghost.

Kimiko winced as another of her students went down. Only two of the thugs were down. They were much more ready for a real fight than these children, some of whom had only had a few lessons, and it was showing. Several of the thugs also had knives. Despite her threat, she would only unsheathe her blade as a last resort. Silently, Kimiko hoped against hope that the police arrived before she reached that point.

Ari waited, trying to focus on the sound of his breathing as one of the Crimson Fists approached him, grinning devilishly as he waved his switchblade, cutting the air with it as he approached. Ari steeled himself, preparing to strike, as a look of confusion came over the boy's face. Suddenly he toppled over backwards. Only when an old man Ari had never seen before sent the boy into an unconscious oblivion did Ari notice the small black cord around his neck.

Several of the thugs were down in seconds after that. The thugs could no longer concentrate solely on Kimiko, and every time they would focus on either her or the old man, the other seemed to be behind them, sending another of the Fists crumpling to the mat. It was a ballet of destruction Ari would remember to the end of his days, beautiful in its savage simplicity.

At the sound of sirens approaching in the distance, the remaining few thugs broke and ran. The old man caught one around the ankle on the edge of the doorway, snatching him back inside. Katsumoto sat him against one of the mirrored walls while Kimiko talked to the police.

CHAPTER 2: MARTIAL ARTS



GENERAL FEATS

ACUPRESSURE

Your studies of the human body's vital areas grant you the ability to heal and also the ability to strike your opponent where he is most vulnerable.

Prerequisite: Treat Injury 5 ranks, Pressure Points 5 ranks

Effect: You gain an extra die when healing or inflicting pressure point damage. You gain a +1d4 hit point bonus when restoring hit points, +1d6 hit point bonus when performing surgery, and inflict +1d6 damage bonus to pressure point attacks.

ANALYTICAL COMBAT

You study your opponent, watching for any patterns in attack or defense and predicting when and where he will next strike.

Prerequisite: Int 13+, Knowledge (tactics) 5 ranks

Effect: You gain a Competence bonus to your defense equal to your Intelligence modifier. Note that competence bonuses, like most bonuses, do not stack so this feat does not stack with similar feats, such as Banter and Poise.

ANATOMICAL EXPERT

You have detailed knowledge of the human body.

Effect: You gain a +2 bonus to Treat Injury and Pressure Point skill checks.

BRUTE

Some people are big and some people are scary. You happen to be both and shrug off attacks with ease.

Prerequisite: Str 13+, Intimidate 5 ranks

Effect: You gain a Competence bonus to your defense equal to your Strength modifier. Note that competence bonuses, like most bonuses, do not stack so this feat does not stack with similar feats, such as Banter and Poise.

DEATH WISH

You live for the thrill of knowing the taste of combat. The more intense the better.

Prerequisite: Danger must be your first allegiance (allegiances are listed from most to least important).

Effect: When reduced below 50% hit points you receive a +1 morale bonus to attack and damage rolls. When reduced below 25% hit points you receive an additional +1 morale bonus to attack and damage rolls for a total bonus of +2.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

DEVOTION

There is someone you love more than your own life, protecting him or her is your most important task.

Prerequisite: Loyalty must be your first allegiance (allegiances are listed from most to least important).

Effect: When the object of your devotion is threatened, you gain a +2 morale bonus to attack and damage rolls. Your loved one must be present and in imminent, immediate danger for you to gain this bonus.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

FOOTWORK

You have mastered the art of moving in combat.

Prerequisite: Balance 3 ranks

Effect: You may make Balance checks for footwork as a free action.

Normal: Balance checks for footwork normally require a move action.

HIGH PAIN THRESHOLD

Through constant training you have taught your body to ignore pain. Often striking and being struck by wooden objects in the course of training are used to achieve this.

Prerequisite: Con 13+, Concentration 5 ranks

Effect: You gain a Competence bonus to your defense equal to your Constitution modifier. Note that competence bonuses, like most bonuses, do not stack so this feat does not stack with similar feats, such as Banter and Poise.

INFORMATION NETWORK

You have informants on the ground that will alert you of trouble.

Prerequisite: Leadership

Effect: Each follower the character devotes to keeping tabs on things grants a +1 to Gather Information or Spot skill checks. However, there will still be costs associated for information, so the character must still pay the usual "fee" to obtain information.

LEADERSHIP

You are a natural leader who attracts followers and brings them under your command

Prerequisites: You must be at least 6th level.

Benefit: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you. See Table 2-2: Leadership for what sort of cohort and how many followers you can recruit.

Leadership Score: Your Leadership score equals your level plus any Charisma modifier. In order to take into

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TABLE 2-1: LEADERSHIP

Leadership	Cohort	-- Number of Followers by Level --					
Score	Level	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

TABLE 2-2: LEADERSHIP MODIFIERS

General Leadership Modifiers	
The Leader Has a Reputation for	Modifier
Great Success	+2
Great Failure	-2
Reputation Score +0 to +1	+0
Reputation Score +1 to +2	+1
Reputation Score +3 to +4	+2
Each +2 Reputation	+1
The Leader	Modifier
Recruits a cohort of a different allegiance	-1
Caused the death of a cohort	-2*
Cohort shares two Allegiances with character	+1
Cohort shares three Allegiances with character	+2
*Cumulative per cohort killed.	
*This penalty does not apply to Jonin.	
Follower-Only Leadership Modifiers	
The Leader	Modifier
Has a base of operations	+2
Has the Home Turf feat	+1
Moves around a lot	-1
Caused the death of other followers	-1*
*This penalty does not apply to Jonin.	

account negative Charisma modifiers, Table 2-2: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect your

Leadership score, as detailed in Table 2-3: Leadership Modifiers.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can't recruit a cohort of your level or higher.

Number of Followers by Level: You can lead up to the indicated number of characters of each level.

Followers: A leader attracts followers who share at least one of the character's Allegiances. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

PACIFIST

You believe in non-violence; attacking only as a last resort.

Prerequisite: Self Defense must be your first allegiance (alliances are listed from most to least important).

Effect: Whenever you use any block, disarm, grapple, or trip maneuver or in some other way inflict nonlethal damage you gain a +2 morale bonus to attack and opposed attack rolls. Whenever you perform any offensive maneuver (punch, kick, head butt etc.) you take a -2 morale penalty to damage rolls.

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Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

PERFECTIONIST

You live for those moments where mind, body, and soul blend and your attacks blend destruction with poetic beauty. You are hard on yourself and are not happy except on those rare moments when you can glimpse perfection.

Prerequisite: Enlightenment must be your first allegiance (allegiances are listed from most to least important).

Effect: Any time you successfully confirm a critical hit you gain a +2 morale bonus to attack and damage rolls for the rest of the encounter.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

STREET SAMURAI

You are a walking anachronism. You believe the stories about times when combat was civilized, when soldiers followed laws of Chivalry, Bushido, or Confucius, refusing to behave dishonorably or take an unfair advantage over an opponent. And you also know something most combatants will never understand, but that your ideals from the past always knew: that your integrity and resolve are more dangerous than any weapon.

Prerequisite: Honor must be your first allegiance (allegiances are listed from most to least important).

Effect: You will not lie or take undue advantage of an opponent. However, if your opponent lies, cheats, or takes an unfair advantage in a fight, such as attacking from surprise, using a ranged weapon when you have none, or using greater odds in an attempt to win, you gain a +2 morale bonus to attack and damage rolls for the remainder of the encounter.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

T'AI-CHI

This ancient tradition, as old as Kung Fu itself, is one of the most popular forms of exercise and meditation in the world. It is predicated upon the maxim "Meditation in activity is a hundred, a thousand, a million times superior to meditation

in repose", which distinguishes it from static forms of meditation, such as Yoga or Ching So.

Prerequisite: Meditation, Concentration 5 ranks, Escape Artist 5 ranks

Effect: +2 bonus to Concentration and Escape Artist skill checks. This feat also grants a +1 bonus to Dexterity, Constitution, or Wisdom.

Special: This feat may be selected three times. Each time the ability score bonus must be applied to a different ability.

TEAMWORK ~ SPECIFIC TEAM

This feat represents training in fighting as a group or perhaps the small-unit tactics taught by military forces.

Prerequisite: Allegiance (Loyalty- Specific Group)

Effect: Whenever you fight with someone who has the Teamwork feat for the same group you gain a +2 teamwork bonus to attack and skill checks. This bonus stacks with those granted by other sources such as flanking for attack rolls or aiding another for skill checks.

The group this feat applies to may be an ad hoc group (such as members of a gang or students of the same sensei) or an established organization (such as the Army, the Police, or the FBI). If a large organization is used for the group this feat is dedicated to you may gain this bonus even though you have never met the person you are fighting alongside, because of systematic training methods.

THRILL SEEKER

You want to do something fun. Like jump out of a plane in a raft and aim for a river. Or hold a bridge against 100 attackers for an hour. You know, something fun.

Prerequisite: Excitement must be your first allegiance (allegiances are listed from most to least important).

Effect: Anytime the encounter rating of an encounter is 3 levels or more higher than the average party level, you gain a +2 morale bonus to attack and damage rolls.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance) you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance requires you to gain at least one level.

WEAPON PROFICIENCY~ CLOAK

A specialized form of self-defense, the cloak was taught by some masters of defense.

Prerequisite: BAB 1+

Effect: You may use your cloak in combat for attempts to blind, trip, grapple, or parry.

Normal: Because use of the cloak is so specialized, it cannot be used in combat without this feat.

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ZEN FOCUS

You forget all outside distractions and concentrate on making just one attack. This feat is particularly dangerous in combination with high risk, high reward feats such as Improved Iaijutsu Strike and Bushido.

Prerequisite: Concentration 5 ranks, Zen, BAB 5+

Effect: You may make a Concentration check (DC 20) in order to gain a +2 bonus on your next melee attack or damage roll. If this attack is a critical threat, it is automatically confirmed. You always provoke an attack of opportunity when making a Zen focus attack. However, this does not interfere with your ability to make the attack in any way (even if this attack of opportunity kills you or renders you unconscious, it will do so after you have completed the attack).



MARTIAL ARTS STYLES

The four of them sat in the ruins of the small dojo. Yesterday it had been immaculate, but the fight had changed that. It seemed the fight had changed a lot of things.

Brianna was pacing back and forth on the matt, arguing with her father.

"She says she wants to let the police handle this. As always you have some stupid idea out of the 18th century."

Katsumoto followed his daughter with his eyes impassively, "The police aren't going to handle this. So either she can leave, or we can make sure she can safely stay."

Brianna stopped in front of the old man. Max shifted uneasily. He actually thought she was going to hit him when she got like this. His iceman routine always drove her completely insane.

"Why aren't the police going to handle this again? Do your ancient Japanese mumbo-jumbo powers let you see the future now?"

"The boy, their leader, was missing the first knuckle from his pinky. He is Yakuza. No doubt local law-enforcement is well paid to allow them to conduct their business without interference."

Max grunted, reaching up and taking Brianna's hand, "So it's not mysticism. It's a street thing. He's right, we need to finish this."

Brianna glared down at him for a moment, "You always take his side."

Max grinned up at her, pulling her down beside him on the matt, "I'm on your side babydoll. If you want me to stay out of this, I'm out. But I think he's making a lot of sense here."

Brianna's expression finally softened, and she looked up at Kimiko, "Well Kimmie? It's up to you; we aren't going to force our help on you."

Kimmie looked at the pictures on the wall, many of which

had broken frames, lost in thought. "I think if they are Yakuza, then this is larger than me. We need to make sure they don't get a foothold here."

STYLE DESCRIPTIONS NOTE

The way styles are described has been changed slightly to make life a little easier on everyone (or at least me). After the style itself is described, a new entry, "style maneuvers" has been added, listing all maneuvers from BNF I and II that use this style as a prerequisite. Also note that this is not done for combination styles nor for adaptable styles, as these do not effectively have their own maneuvers, they simply use the maneuvers of other styles (or all maneuvers in the case of adaptable styles).

NEW STYLE ABILITY: COMBINATION STYLE

Allows a martial arts master, contemplative master, or sensei to take bonus feats and masteries from multiple styles.

All other characters may use the style as the prerequisite for all component styles. For example, a style that was a combination of White Crane and Karate could be used as the prerequisite for any maneuver in the White Crane or Karate trees, including signature maneuvers. A master of such a style would be eligible for White Crane or Kung Fu masteries.

If a style is a combination of two styles, this costs 1 point. If a style is a combination of three or more styles, this costs two points. Although it may seem strange that this can cost more to a style than being adaptable, remember that adaptable styles have only one level three mastery, whereas a student of a combination style composed of three different styles could choose from six (two for each style).

Although combination styles have many advantages, they also have some drawbacks that serve to balance these. Although the number of masteries and maneuvers available to practitioners of combination styles are greatly increased, they do not gain any additional masteries or maneuvers, which frequently leaves even masters of these styles jacks-of-all-trades and masters of none.

Note that a combination style only gives access to the maneuvers, masteries, and bonus feat lists of the component styles. It does not grant the zones of attack, skill access, or additional ability modifiers of any of its component styles (so a combination style based on Aikido would not allow a student to modify his attacks by Wisdom).

Note: Combination Styles are always composed of more focused styles. In other words, you can't create a style that is a combination of one or more combination styles itself to make a "superstyle". Likewise, an adaptable style may never be a component of a combination style.

JUTSU VS. DO; INTERNAL VS. EXTERNAL

In both Blood and Fists and this work, the reader will notice some styles have the -jutsu suffix while others have the -do suffix. As these relate specifically to the game concepts of

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internal vs. external styles, a discussion of these suffixes and their implications to real world martial arts styles might serve to enlighten the game concepts based on them.

During the Tokugawa period (1600 to 1867) Japan began to move out of its period of feudal internecine warfare that characterizes the medieval periods of many cultures throughout Europe and China. As control became more firmly rooted in the Tokugawa Shogunate by rule of law, rather than force of arms, the value of the Samurai (both the weapon and the social class) began to diminish in importance. The Samurai's duty was to protect his lord and this was the only work his honor found noble. Since peace now reigned over the land of the rising sun, the Samurai had little to occupy his time. Thus many Samurai took their martial training into a new arena, as one writer put it, seeking "self-perfection rather than self-perfection"¹. Pragmatic combat techniques began to move increasingly away from the demands of the battlefield and toward the artistic.

Following the demise of the Shogunate and the return to power of the Emperor, the so-called Meiji Restoration (1868) Japan sought to become a modern power on the world stage. In this endeavor to become a modern superpower, the gun was more important than the sword. So while Hojutsu (firearms marksmanship) and Jukenjutsu (bayonet combat) continued to be viable military arts, Kenjutsu (the sword fighting of the Samurai) and Kyujutsu (the bow marksmanship of the Samurai) continued further down the path away from combat and toward art, sport and philosophy.

Recognizing this trend the suffixes appended to various fighting arts began to be changed from -jutsu, which means work or method to -do, which means art or philosophy. Thus there is an understanding at a basic level that Kenjutsu, which features practice with a naked blade and allows attacking any part of the body in an effort to destroy your enemy is suitable for rigors of battle. Kendo, which practices and competes with a flexible bamboo staff designed to sting more than injure, restricts attacks away from vulnerable areas where injury could be sustained, and competes with padding and helmet for protection, is recognized as having combat *applications*. However it is not wholly suitable to combat.

Those of you who are screaming "get to the bloody styles already" are probably starting to wonder what the point of this discourse is (besides an illustration of the author's abundant knowledge of his subject). For every style listed as a -jutsu in *Blood and Fists*, there is the potential for a -do and vice versa. Thus Aikido (an internal style) could become Aikijutsu (an external style), a practical and dangerous art of the Samurai. Jujutsu (an external style), another favored unarmed technique of the Samurai can become Judo (an internal style), a favored style of self-defense taught in university campuses around the world.

To make a -jutsu into a -do (and thereby making an external style into an internal one) change the attack modifier from Strength or Dexterity to Wisdom. This may, in the case

of a style modified by Strength, require a reallocation of points. To balance out the style remove one attack zone. If Concentration is not a skill in the style add it, in place of a more combative skill such as Bluff or Tumble.

The suffix serves as an important clue when making your own styles as well. Sometimes it is difficult to sort through a style's past from its present. Studies of Kendo and Kyudo often refer to the style's martial heritages. This is done because it does have a legitimate bearing on the origin of the modern sport form, but also as a marketing tool (it's cooler to read about battlefield archery than target archery). So when making a style, if you have some doubts about whether the style should be internal or external, Japanese styles, with their -jutsu and -do will often provide a great deal of guidance.

Example: Paula wants to play a Karate master along the lines of Mr. Miyagi, the wise Sensei from the Karate kid. Since Karate is her style of choice (in keeping with the character concept), but the offensive nature of the style is not, she asks the GM to create an alternative form of Karate for her. The GM decides to take the generic Karate introduced in *Blood and Fists* (which is a form of Karate-jutsu, although the jutsu is understood and not appended to the name) and make a style of Karate-do from it. The GM decides to leave the style's zones of attack in place, removing the Pressure Points skill. He then adds to the style its new internal status, with attacks being modified by Wisdom.

ANIMAL-IMITATING CHUAN FA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. This feat adds Balance and Concentration to your list of class skills. Animal-imitating Kung Fu is an external style whose attacks are modified by Dexterity. Animal-imitating Kung Fu is a combination style containing elements of Shao-Lin Kung Fu and any one animal style.

Special: For purposes of the Totem Warrior advanced class, Animal-imitating Kung Fu counts as an animal style.

BANSHAY

Weapon Style

Banshay is a Burmese weapon art specializing in the sword, although spear and staff are also taught by the style. Like many Burmese martial arts, both Chinese and Indian martial combat forms heavily influenced Banshay's development. Banshay teaches the student never to unsheathe his weapon unless absolutely necessary. Students of this style are taught to attempt to disarm an opponent and to use the sheathed

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blade unless a dire situation presents itself. Only then is the student to resort to live steel.

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

Prerequisite: Archaic Weapon Proficiency

Effect: Your damage with sword, spear or staff (chosen when this style is taken) is increased to the next larger die. You do not provoke attacks of opportunity from disarm attempts. This feat adds Balance, Concentration, and Sense Motive to your list of class skills. Banshay is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Slash (sword variant only), Thrust, Lunge (spear and staff variants only)

BEAR

Animal Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making grapple attacks. This feat adds Balance, Concentration, Escape Artist, and Intimidate to your list of class skills. Bear is an external style whose attacks are modified by Strength.

Style Maneuvers: Bear Hug, Box Ears, Full Nelson, Half Nelson, Haymaker, Hook, Immovable, Jab, Joint Lock, and Rush

BRAZILIAN JIU JITSU

Martial Arts Style

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

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple or trip attacks. This feat adds Balance, Escape Artist and Intimidate to your list of class skills. Brazilian Jiu Jitsu is an external style whose attacks are modified by Strength. Brazilian Jiu Jitsu is a non-aesthetic style.

Style Maneuvers: Advanced Ground Fighting, Bear Hug, Body Blow, Box Ears, Choke Hold, Elbow Slam, Eye Gouge, Full Nelson, Groin Kick, Ground Fighting, Half Nelson, Haymaker, Heart Punch, Heel Kick, Hip Throw, Hook, Immovable, Jab, Joint Lock, Kidney Punch, Leg Sweep, Snap Kick, Thigh Kick and Uppercut

BULL

Animal Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in head and punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making grapple attacks. This feat adds Balance, Intimidate and Sense Motive to your list of class skills. Bull is an external style whose attacks are modified by Strength.

Style Maneuvers: Advanced Rush, Bear Hug, Body Blow, Choke Hold, Clothesline, Flying Tackle, Full Nelson, Half Nelson, Head Butt, Heart Punch, Hook, Immovable, Jab, Joint Lock, Kidney Punch, Rush and Uppercut

BURMESE BANDO

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and head attacks and are considered armed when making such attacks. This feat adds Balance, Intimidate and Jump to your list of class skills. Burmese Bando is an external style whose attacks are modified by Strength. Burmese Bando is a combination style which contains elements of Bando and one of the following animal styles: Boar, Bull, Cobra, Deer, Eagle, Monkey, Panther, Python, Scorpion and Tiger.

Special: For purposes of the Totem Warrior advanced class Burmese Bando counts as an animal style.

BURMESE BOXING

Martial Arts Style

Burmese Boxing is virtually antithetical to Bando. While Bando teaches use of its techniques in self-defense and favors long range attacks from outside the opponent's reach, Burmese Boxing is a hard-nosed offensive style that favors close-in fighting and grappling techniques. While there are no weight-classes, Burmese Boxing does have age categories based on the amount of time a practitioner has competed and the number of matches won.

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

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

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in head and punching attacks and are considered armed while making such attacks. You provoke no attacks of opportunity from grapple or trip attacks. This feat adds Balance, Escape Artist, Intimidate and Perform (dance) to your list of class skills. Burmese Boxing is an external style whose attacks are modified by Strength. Burmese Boxing is a non-aesthetic style.

Note: Perform (dance) does not count against this style's points.

Style Maneuvers: Bear Hug, Body Blow, Body Slam, Choke Hold, Full Nelson, Half Nelson, Haymaker, Head Butt, Hip Throw, Hook, Immovable, Jab, Joint Lock, Uppercut

CHI KUNG

Martial Arts Style

Chi Kung is both a martial art of self-defense and a fundamental tool of Chinese Medicine. As a martial discipline it stresses use of the whole body and a powerful Ki to overcome attacks and heal the self. As tool of healing, the practitioner learns the anatomy and how to focus his Ki to aid in healing. Acupuncturists have both learned Chi Kung (as a means of better knowing what nerve centers to penetrate to promote healing and the development of their Ki) and prescribed Chi Kung (since the stimulation of internal organs can trigger the body's natural healing process and the overall health value of the art is tremendous) for centuries.

Prerequisite: Defensive Martial Arts

Effect: You provoke no attacks of opportunity from grapple or trip attacks. This feat adds Concentration, Pressure Points and Treat Injury to your list of class skills. Chi Kung is an internal style whose attacks are based on Wisdom.

Style Maneuvers: Box Ears, Choke Hold, Full Nelson, Half Nelson, Hip Throw, Immovable, Joint Lock, Momentum Throw, Nerve Strike, Numbing Strike and Tendon Lock

DEER

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in head and kicking attacks and are considered armed when making such attacks. This feat adds Concentration, Listen, and Spot to your list of class skills. Deer is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Back Kick, Circle Kick, Groin Kick, Head Butt, Heel Kick, Immovable, Jab, Leg Sweep, Snap Kick, Thigh Kick

EASTERN WRESTLING

Martial Arts Style

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

Prerequisite: Brawl, Defensive Martial Arts or Improved Trip

Effect: You provoke no attacks of opportunity from trip or grapple attacks. This feat adds Balance, Escape Artist and Pressure Points to your list of class skills. Eastern Wrestling is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Advanced Ground Fighting, Bear Hug, Choke Hold, Ground Fighting, Half Nelson, Hip Throw, Full Nelson, Immovable, Joint Lock, Nerve Strike, Numbing Strike and Tendon Lock.

FENCING ~ FRENCH

Weapon Style

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

Prerequisite: Archaic Weapon Proficiency

Effect: You provoke no attacks of opportunity for Disarm attempts, and may Feint as a move action when using a rapier one-handed (you may not feint as a move action if your off hand contains a shield, secondary weapon, or cloak). This feat adds Balance, Bluff and Tumble to your list of class skills. French Fencing is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Thrust and Lunge

FENCING~ ITALIAN

Weapon Style

Unlike the French school, Italian fencing relied more on power than grace. Two-weapon combat was favored with a

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classic coupe-de-grace of this style consisting of a grapple (often with the cloak or by dropping the primary weapon and using the right arm to grapple) to allow a vicious stab to the ribs with a secondary weapon.

Prerequisite: Archaic Weapon Proficiency

Effect: Your rapier damage is increased to the next larger die (from 1d6 to 1d8). You also have all penalties for two-weapon fighting reduced by two when fighting with rapier and dagger or rapier and cloak (although only characters proficient in cloak may use it in combat at all). You provoke no attacks of opportunity when making grapple attacks. This feat adds Balance, Escape Artist and Intimidate to your list of class skills. Italian Fencing is an external style whose attacks are modified by Strength.

Style Maneuvers: Thrust and Lunge

FENCING~ SPANISH

Weapon Style

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

Prerequisite: Archaic Weapon Proficiency

Effect: You gain a +2 bonus to opposed attack rolls with the rapier for disarm and block opposed attack rolls. You provoke no attacks of opportunity from disarm attacks. This feat adds Balance, Concentration, and Sense Motive to your list of class skills. Spanish Fencing is an internal style whose attacks are modified by Intelligence.

Style Maneuvers: Thrust and Lunge

GRECO ROMAN WRESTLING

Martial Arts Style

As basic and instinctive a combat technique as the punch or the kick, the grapple has likely been around as long as mankind in an informal sense. However, by as early as 2600 BCE in Egypt, techniques for grappling were codified into set locks and holds. However, it was in ancient Greece that this form of combat achieved its ultimate expression, as evidenced by the name Greco-Roman Wrestling, which is applied to the Olympic sport form of this technique. In Greece, wrestling was viewed as essential to the development of a youth's body and mind, and many of the greatest philosophers and scientists of the ancient world, such as Pythagoras, were also Olympic champion wrestlers. Wrestling was first included in the Olympics in 704 BCE, and the most famous practitioner of that sport was undoubtedly Milon of Crotona, a six-time champion. However, the Greeks recognized the military applications of wrestling as well, and pancratists, feared gladiators who fought with both wrestling and boxing techniques, accompanied Alexander the Great on military campaigns, and Pancratism is regarded by many as the world's first true martial art (Kung-Fu is a possible contender for this crown,

as the first recorded use of Kung Fu dates to the 5th century BC).

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

Prerequisite: Brawl, Combat Martial Arts or Improved Trip

Effect: You provoke no attacks of opportunity from trip or grapple attacks. This feat adds Balance, Escape Artist, Pressure Points, Sense Motive, and Tumble to your list of class skills. Wrestling is an external style whose attacks are modified by Strength. Wrestling is a non-aesthetic martial art.

Style Maneuvers: Advanced Ground Fighting, Bear Hug, Choke Hold, Dodge Roll, Ground Fighting, Half Nelson, Hip Throw, Full Nelson, Immovable, Instant Stand, Joint Lock and Tendon Lock.

GOJU-RYU KARATE

Martial Arts Style

Goju-Ryu Karate is a form that dates after Shotokan and Shito-Ryu, in that order. To learn its early influences see the histories of those styles. Goju-Ryu emerged as a distinct style after the departure of Funakoshi, the creator of Shotokan, and Mabuni, the creator of Shito-Ryu to Japan. In their absence Chojun Miyagi became a leading figure in Okinawan Karate-jutsu, developing a style that combined the linear punches and raw power of Shotokan with holds and throws. The name Goju means "hard-soft" and represents the concept that rigidity and power are sometimes a detriment on the battlefield as is fluidity and gentleness. Thus Goju-Ryu seeks harmony between these philosophies in a complimentary fashion. Goju-Ryu is an extremely powerful offensive style whose definition of defense is disabling an opponent in the most efficient way possible.

Prerequisite: Combat Martial Arts, Defensive Martial Arts, or Improved Trip

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple or trip attacks. This feat adds Balance, Concentration, and Escape Artist to your list of class skills. Goju-Ryu is an external style whose attacks are modified by Strength.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Choke Hold, Circle Kick, Heart Punch, Heel Kick, Hip Throw, Hook, Instant Stand, Jab, Joint Lock, Kidney Punch, Leg Sweep, Lunge Punch, Ridgehand, Snap Kick, Thigh Kick and Uppercut

GUN FU

Weapon Style

Gun Fu is a martial arts application to gun combat. This style is seen in many popular movies and comic books, and has even become the adopted name of a popular paintball

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strategy guide. On a strictly historical note, since firearms were introduced to Japan the Bushi have had an art for firearms known as Hojutsu. Perhaps Gun Fu isn't entirely silly after all... That said, campaigns striving for realism including all gritty campaigns and many cinematic ones may not wish to allow this martial art. Check with your game master before selecting it.

Prerequisite: Personal Firearms Proficiency

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. You may use the Zen Focus feat to modify firearms ranged attack or damage rolls (normally Zen focus only works on melee attacks). This feat adds Concentration and Spot to your list of class skills. Gun Fu is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Circle Kick, Hook, Immovable, Jab, Leg Sweep, Snap Kick, Uppercut

HORSE

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making trip attacks. This feat adds Balance, Concentration, and Sense Motive to your list of class skills. Horse is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Body Blow, Body Slam, Haymaker, Heart Punch, Hip Throw, Hook, Immovable, Jab, Kidney Punch, Lunge Punch, Uppercut

HSING-I KUNG FU

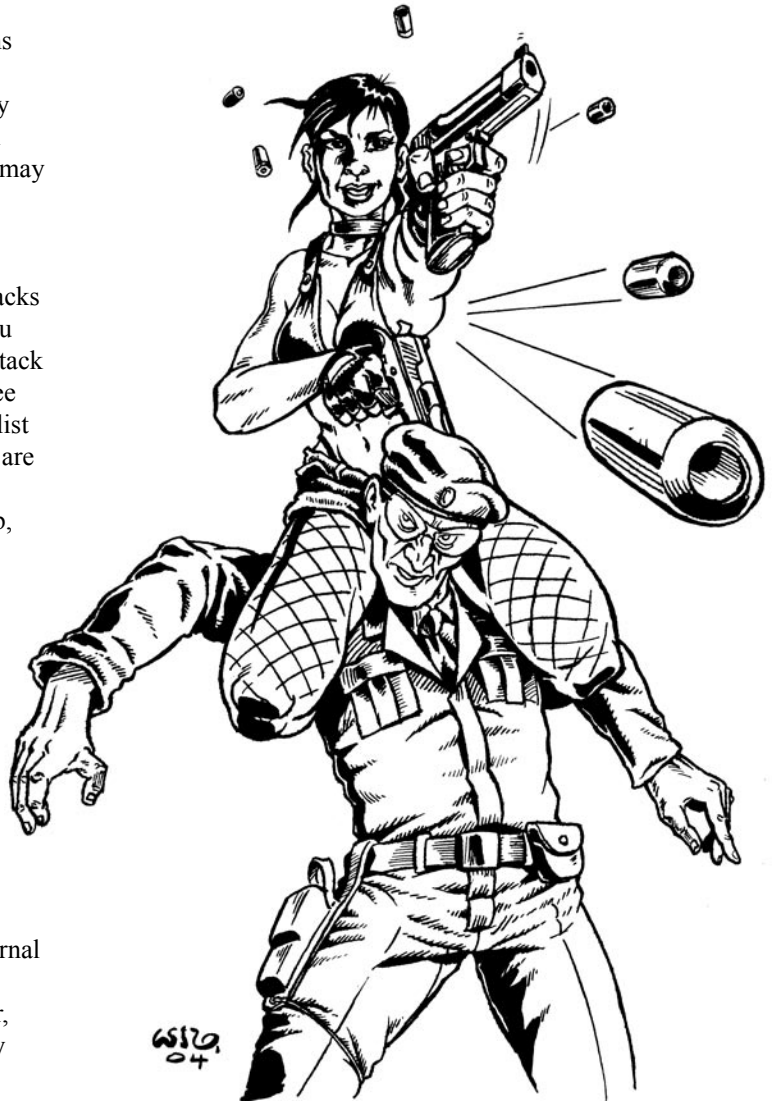
Martial Arts Style

Along with T'ai-chi and Pa-kua, Hsing-i is one the three main forms of internal Kung Fu. While T'ai-chi concentrates on subtle yielding and slow movement to resist attack, Hsing-i, as its name suggests, emphasizes that the thought and action are one, and is characterized by lightning quick attacks. This does not mean the style is offensive in nature, however. As one master put it "your attack begins after your opponent's, but arrives first".

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. Students of Hsing-i add their Wisdom modifier to their initiative when making unarmed attacks. This feat adds Sense Motive to your list of class skills. Hsing-i is an internal style whose attacks are modified by Wisdom.



Hsing-i is a combination style that contains elements of Kung Fu and any one of the following animal styles: Dragon, Tiger, Monkey, Horse, Rooster, Eagle and Bear.

HUNG GAR

Martial Arts Style

Hung Tsi-kuan in 18th century China created Hung Gar. Hung Tsi-kuan was studying Kung Fu from two masters, a specialist in the Tiger style and a specialist in the Crane style, which he combined into one martial art. From the Tiger master he took meticulously crafted stances and leaping attacks, and from the Crane master (a woman Hung Tsi-kuan would later marry) he took the one-legged stances and wing and beak attacks. This style of fighting, taught by both Hung Tsi-kuan and his wife became known as the "Fist Art of the Hung Family" or Hung Gar.

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

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your ground, or quickly close with an opponent to deny him favorable ground, were both crucial to winning in combat.

The student of Hung-Gar will want to learn the stances of his component styles, as this style is known for using many stances. For instance, the student of Hung Gar will want to know the Ding Bo, Gung Bo, and Ma Bo, giving him the ability to each round to switch between a bonus to punch attacks, kick attacks, or balance checks, providing a powerful attack or defense as called for by the conditions of combat.

Prerequisites: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed while making such attacks. This feat adds Balance to your list of class skills. Hung Gar is an external style whose attacks are modified by Dexterity. Hung Gar is a combination style that contains elements of Horse, Tiger, Crane, and Kung Fu.

HWA RANG DO

Martial Arts Style

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

In addition to combat, Ki, and healing arts (known as Insool), Hwa Rang Do practitioners also follow a strict moral code based on five core principals: loyalty to country, loyalty to parents and teachers, trust among friends, courage in the face of danger, and the taking of life only when necessary. In addition to the five core principals, which extend back to the ancient Flower Knights of the Hwarang, Dr. Lee added nine “founding moralities”: humanity, justice, courtesy, wisdom, trust, goodness, virtue, loyalty, and courage.

Prerequisites: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making trip attacks. This feat adds Balance, Pressure Points and Treat Injury to your list of class skills. Hwa Rang Do is an external martial art whose attacks are modified by Strength

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Heel Kick, Hip Throw, Hip Throw, Hook, Jab, Nerve Strike, Numbing Strike, Snap Kick

KAJUKENBO

Martial Arts Style

In 1947 five martial arts masters met in Oahu, Hawaii to create the ultimate combat martial art. The goal was to be

able to survive any streetfight or combat situation against an armed or unarmed opponent. The five masters were: Adriano Emperado, a master of Escrima and Kenpo, Peter Y. Y. Choo, a master of tang soo do, Frank Ordenez, a master of Jujutsu, and Clarence Chang, a master of Kung Fu. After synthesizing techniques for over two years these masters created a martial art they called Kajukenbo. The name is an amalgam of the new art’s component styles: Ka (Karate), Ju (Jujutsu), Ken (Kenpo), and Bo (Chinese Boxing or Kung Fu).

Although all five masters contributed greatly to the art, Emperado was the spiritual leader of the group, and his experiences fighting for his life in the back alleys of Honolulu as a poor youth was the driving force behind the style’s focus on real street combat. It is for this reason he is today regarded as the founder of Kajukenbo, if one single person can be called by that title. Emperado opened the first Kajukenbo school in Honolulu with a training regimen that focused on the reality of street combat. Full contact sparring was held daily and no holds were barred in these fights. Broken bones were a common occurrence. Needless to say there were soon few students attending this academy. However, those who persevered gained a reputation as deadly streetfighters.

The following quote from a Kajukenbo master gives an excellent insight into the mentality of the style’s practitioners²:

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

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

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

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

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

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

Attack the most vulnerable targets: Kajukenbo

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

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. This feat adds Balance, Bluff and Intimidate to your list of class skills. Kajukenbo is an external martial arts style whose attacks are modified by Strength. Kajukenbo is a combination style that contains elements of Karate, Jujutsu, Kenpo, and Kung Fu.

KENPO

(Also Called Kempo)

Martial Arts Style

Kenpo's origins are shrouded in mystery, but this art seems to be Chuan Fa, transplanted to Okinawa and then Japan via wandering Chinese monks. This inference is largely made because the Shaolin martial art Chuan Fa translates to "fist art" and Kenpo translates to "law of the fist". Regardless of its ancient origins the modern era of Kenpo begins when James Mitose opens the "Official Self Defense Club" in Honolulu in 1936. Mitose taught William Chow, who in turn taught Ed Parker, who brought Kenpo to the United States. Parker, a greatly influential teacher, is often credited with "discovering" Bruce Lee at a Kenpo tournament, and was a martial arts instructor to the stars, including Steve McQueen and Elvis Presley. However, Parker also taught police self-defense, lending credibility to his style's combat effectiveness.

Prerequisites: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks are considered armed when making such attacks. This feat adds Balance, Jump, and Tumble to your list of class skills. Kenpo is an external martial art whose attacks are modified by Dexterity.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Circle Kick, Flying Kick, Heart Punch, Hook, Instant Stand, Jab, Jump Kick, Kidney Punch, Leg Sweep, Lunge Punch, Snap Kick, Thigh Kick, Uppercut

KNIFE FIGHTING

(Also Known As Tanto-Jutsu In Japan)

Weapon Style

As long as there have been blades there have been those who sought to master every facet of their bladed weapon both in combat where the best techniques for attack and defense are studied, and out of combat where meticulous care of the blade is performed. Although this martial art has a street or

gang connotation today, in the form of Tanto-jutsu the noble Samurai of medieval Japan studied it.

Prerequisite: Weapon Focus (knife)

Effect: Your damage when using a knife is increased to the next larger die (from 1d4 to 1d6 for example). You may feint as a move action. This feat adds Bluff, Knowledge (streetwise), and Repair (for blade maintenance and repair). Knife Fighting is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Slash and Thrust

KRAV MAGA

Martial Arts Style

Krav Maga was created by Imi Lichtenfeld, who was born in Bratislava, Czechoslovakia, a rough and tumble Jewish ghetto, where his father, Samuel, taught self-defense techniques and was a highly decorated police inspector. One of the lessons Samuel taught to his students and his policemen was the importance of proper moral conduct. As Czechoslovakia became increasingly hostile for Jews in the 30's, Imi was involved in numerous streetfights against fascist gangs that taught him the difference between the self-defense techniques taught by his father in the gym, and the reality of street fighting. When Hitler turned Europe into a battleground and conquered Czechoslovakia, local authorities forced Imi to flee, and he eventually made his way to Palestine (modern day Israel), where he joined Haganah, a paramilitary group that sought to create a Jewish State. Imi began teaching hand-to-hand combat to his fellow soldiers at this time. After WWII, when Israel was recognized as a state, Haganah became the nucleus of the Israeli Defense Force, and the Israeli government named Imi the Chief Physical Training Instructor for the Defense Force and asked him to create a system for hand to hand combat. This system, called Krav Maga, is still taught to Israeli soldiers today. The style detailed below is the "military" style of Krav Maga.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching attacks and are considered armed while making such attacks. You also provoke no attacks of opportunity from grapple or disarm attacks. This feat adds Balance, Sense Motive and Escape Artist to your list of class skills. Krav Maga attacks are modified by Strength. Krav Maga is an adaptable, non-aesthetic style.

RUK SOOL WON

Martial Arts Style

In 1910 the Japanese conquered Korea. During the reign of the occupation, which lasted until the end of the Second World War, Japan outlawed virtually all aspects of native Korean culture, from their spoken language to their native martial arts. Many martial arts masters went into hiding to avoid imprisonment or execution. One such master was Suh Myung-duk, martial arts instructor to the Korean

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Royal Family. In the face of severe penalties for teaching his art he decided to secretly pass on his knowledge to one of his grandsons so that it could be preserved for future generations. His grandson, In-hyuk Suh is the founder of Kuk Sool Won. In-hyuk Suh trained with his grandfather beginning at the age of five. Although an Allied victory brought about the end of Japanese occupation, Korea was to see little peace, and In-hyuk Suh's grandfather was killed by North Korean soldiers during the Korean War. However In-hyuk Suh continued his training, traveling Korea studying ancient texts at Buddhist temples and seeking out legendary masters in the remotest areas. After decades of training In-hyuk Suh named his new art Kuk Sool Won in 1961. In 1974 In-hyuk Suh came to America, and today the World Kuk Sool Association is headquartered in Houston. This headquarters houses a magnificent training facility for hand-to-hand combat, knife throwing, archery, swordsmanship, and horseback riding.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed while making such attacks. This feat adds Concentration, Jump and Tumble to your list of class skills. Kuk Sool Won is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Circle Kick, Dodge Roll, Flying Kick, Heel Kick, Hook, Immovable, Instant Stand, Jab, Jump Kick, Leg Sweep, Snap Kick and Thigh Kick

KYOKUSHIN KARATE

Martial Arts Style

Masutatsu Oyama is the creator of Kyokushin Karate. Born in Korea in 1923, Oyama began to study the martial arts at the age of nine. As the Second World War approached, Oyama moved to Japan and trained to become a pilot. While doing so he continued his study of the martial arts, studying Karate under the tutelage of Gichin Funakoshi, the founder of Shotokan Karate (see the Shotokan Karate entry for more information). Following WWII Oyama trained in Goju-ryu Karate under So Nei Chu, who was himself a student of Chojun Miyagi, that style's founder (see Goju-Ryu Karate for more information). Following a retreat to the mountains, during which Oyama trained for nearly three years in complete solitude, he began to tour and demonstrate his skills. During a yearlong trip through the United States, Oyama would accept any challenge as he traveled to dojo after dojo, and defeated all who opposed him, often with a single punch. Upon his return to Japan in 1953 he opened his first "dojo" in a vacant grass lot outside of Tokyo. Within four years he had a real dojo and 700 students. In 1964 a new facility was opened, and the style was given its own name, Kyokushin, or "Ultimate Truth". Oyama passed away in 1994, but his martial art continues to grow, currently having ten million registered practitioners, making this potent Karate-do one of the most widely practiced martial arts in the world today. Kyokushin practitioners greet one another

with "Osu" instead of hello. This greeting comes from *osu no seidhen* and means "perseverance under pressure". Through this greeting students are reminded to always persevere regardless of circumstances.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks, and are considered armed while making such attacks. You provoke no attacks of opportunity from trip attacks. This feat adds Balance and Concentration to your list of class skills. Kyokushin Karate is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Circle Kick, Heart Punch, Heel Kick, Hip Throw, Hook, Jab, Leg Sweep, Lunge Punch, Ridgehand, Short Power, Snap Kick, Thigh Kick

LUCHA LIBRE

Martial Arts Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

Effect: You provoke no attacks of opportunity from making grapple or trip attacks. This feat adds Concentration, Disguise and Tumble to your list of class skills. Mexican Masked Wrestling is an internal style whose attacks are based on Charisma.

Style Maneuvers: Bear Hug, Body Slam, Choke Hold, Ground Fighting, Full Nelson, Half Nelson, Hip Throw, Immovable, Instant Stand, Joint Lock

PA-KUA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: Pa-kua practitioners are proficient in punching and kicking attacks, and are considered armed while making such attacks. Pa-kua practitioners gain a +2 bonus to blocking attack rolls. This feat adds Balance to your list of class skills. Pa-kua is an internal style whose attacks are based on Wisdom. Pa-kua is a combination style that contains elements of Kung Fu and one of the following

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animal styles: cobra, crane, dragon, panther, monkey, eagle and bear.

PANCRATION

Martial Arts Style

There were three main combative events in the ancient Olympic games: Pancration, Pugilism, and Wrestling. While Pugilism and Wrestling had weight classes and rules on tactics that could or could not be used (Pugilism was not allowed to grapple while Wrestling was not allowed to strike with the closed fist) Pancration had no weight classes and allowed both punching and grappling. In competition the only goal was to force an opponent to yield and matches had no points or time limits, continuing until one of the combatants surrendered. Pancratists were thus highly thought of as combatants, often being recruited to serve as soldiers in the army of Alexander.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and are considered armed when making such attacks. You provoke no attacks of opportunity from trip or grapple attacks. This feat adds Balance and Escape Artist to your list of class skills. Pancration is an external martial arts style whose attacks are based on Strength. Pancration is a combination style that contains elements of Boxing and Wrestling.

POLE ARM FIGHTING

Weapon Style

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

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

Prerequisite: Exotic Weapon Proficiency (any pole arm)

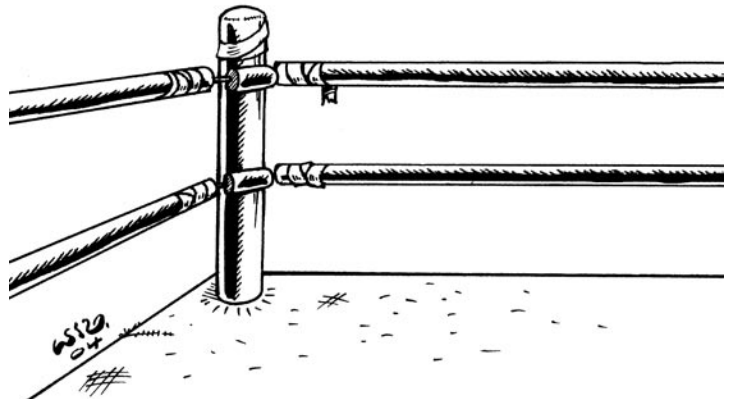
Effect: Your pole arm damage is increased to the next larger die. You may make trip attacks with your pole arm without provoking attacks of opportunity. Your ability to strike from distance gives you a +2 circumstance bonus to any Balance skill check to increase range (see the new skills/skill uses section for more information on this). This feat adds Balance, Intimidate, and Sense Motive to your list of class skills. Pole Arm Fighting is an external style whose attacks are modified by Strength.

Style Maneuvers: Slash and Thrust

PROFESSIONAL WRESTLING

Martial Arts Style

Professional wrestling is a sport that has grown from circus sideshow antics into one of the most popular spectator spectacles in the world. This art uses the most innovative



stunt work seen in modern movies, performing mock combat under dangerous conditions live in front of massive crowds.

Author's Note: While the above history assumes professional wrestling combat is not real combat, the author has the utmost respect for the skill and athleticism of the performers. Also, even though the above history assumes the sport is more stunt work than combat, for game purposes it is assumed that these stunt talents have translations into real combat situations.

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in head, punching and kicking attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple attacks. This feat adds Intimidate and Perform (stunt fighting) to your list of class skills. Professional Wrestling is an external martial arts style whose attacks are modified by Strength. Professional Wrestling is an adaptive, non-aesthetic martial arts style.

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ROOSTER

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and head attacks and are considered armed when making such attacks. This feat adds Balance, Concentration and Pressure Points to your list of class skills. Rooster is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Body Blow, Box Ears, Eye Gouge, Head Butt, Heart Punch, Hook, Immovable, Jab, Kidney Punch, Nerve Strike, Numbing Strike, Uppercut

SHITO-RYU KARATE

Martial Arts Style

See the history of Shotokan for an early history of karate. After Gichin Funakoshi's demonstrations of his Shotokan style of Karate in Japan, interest and study of Karate had exploded. In 1930, Kenwa Mabuni, who had been a student under the same master as Funakoshi as a young man, was invited to Osaka to teach his style of Karate, known as Shito-Ryu, Shito containing one letter of each of Mabuni's teachers and ryu meaning school.

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. This feat adds Concentration, Intimidate, Jump, and Tumble to your list of class skills. Shito-Ryu is an external style whose attacks are modified by Strength.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Circle Kick, Flying Kick, Heart Punch, Hook, Immovable, Jab, Jump Kick, Leg Sweep, Lunge Punch, Ridgehand, Snap Kick, Thigh Kick, Uppercut

SHOTOKAN KARATE

Martial Arts Style

When Okinawa was conquered by Japan in the 17th century, all manufacture and importation of weapons was forbidden. This led to both the use of innocuous farm implements as weapons (Kobujutsu, which can be found in Blood and Fists) and the clandestine study of Chinese unarmed fighting methods. This rudimentary martial arts style was called *te*, which means simply "hand". This name was chosen because it was so common and innocuous, allowing discussion without drawing undue attention from watchful Japanese overlords. In 1903, when *te* was finally legalized

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

In 1922 Crown Prince (later Emperor) Hirohito witnessed a demonstration of Karate-jutsu, and was so impressed that he urged Japan to study the style in order to assess its potential benefits to the Japanese military. Gichin Funakoshi, a leading practitioner of Karate-jutsu in Okinawa was invited to Japan where he gave many demonstrations of his art, primarily at universities. Funakoshi's style of Karate-jutsu was known as Shotokan and relied almost exclusively on punching attacks, using the legs to create a stable base from which to launch punching attacks, along with the occasional low kick to attack your opponent's balance. A high risk, high yield martial arts style, Karate-jutsu appealed at a deep level to the Japanese psyche and Funakoshi was so impressive that in 1924 Keio University in Tokyo became the first Japanese institution to establish a dojo for the practice and study of Karate-jutsu. By 1930 every university in Japan had such a dojo.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching attacks and kicking attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from trip attacks. This feat adds Balance, Concentration and Intimidate to your list of class skills. Shotokan is an external style whose attacks are modified by Strength.

Style maneuvers: Body Blow, Heart Punch, Hip Throw, Groin Kick, Hook, Immovable, Jab, Lunge Punch, Kidney Punch, Leg Sweep, Snap Kick, Thigh Kick, Uppercut

STAFF FIGHTING

(Also Known As Rokushakubo And Bojutsu In Japan)

Weapon Style

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

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

Prerequisite: Weapon Focus (Staff)

Effect: You provoke no attacks of opportunity from trip attacks. You gain a +2 bonus to blocking attack rolls when

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using a staff. This feat adds Balance, Concentration, and Sense Motive to your list of class skills. Staff Fighting is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Lunge and Thrust

STICK FIGHTING

(Also Known As Jojutsu In Japan)

Weapon Style

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

An example of just how dangerous sticks and staves can be in combat is found in the annals of Bojutsu and Jojutsu from medieval Japan. Muso Gonnosuke was a master of Bojutsu. He gained fame when he moved to Edo (modern-day Tokyo) and bested numerous swordsmen with his staff prowess. Until the day he encountered Miyamoto Musashi. After a long and vicious duel, Musashi's dual sword technique finally bested Muso when he locked the Bojutsu master's staff in a lock between his two swords. To disengage Muso would have to relinquish his weapon, which would mean both dishonor and certain death. So the Bojutsu master announced Musashi the winner, never relinquishing his hold on his staff. Although he had earned the right to kill his opponent, Musashi spared his life, and Muso retreated in shame to the mountains, pondering his one defeat with extreme bitterness. After a decade of fasting and hardship on Mt. Homan, Muso received a divine inspiration to "attack the vitals with a log". This technique was not really possible with the longer Bo staff, and so the master began to practice with shorter staves, used in pairs, which he named Jo for close-in fighting. Muso came down from Mt. Homan and challenged Musashi to another duel. This time, with his twin Jo staves he bested the venerable master. However, as a man of honor, Muso spared Musashi's life as his had been spared.

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

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

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

Prerequisite: Weapon Focus (Jo Staff)

Effect: When fighting with Jo staves, sticks, or clubs you gain the effect of two-weapon fighting. This feat is also treated as two-weapon fighting for all feats that use it as a prerequisite. This feat adds Balance, Concentration, Pressure Points, and Sense Motive to your list of class skills. Stick Fighting is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Lunge and Thrust

T'AI-CHI CHUAN

Martial Arts Style

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

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

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

Prerequisite: Defensive Martial Arts, Improved Disarm, or Improved Trip

Effect: You provoke no attacks of opportunity for trip or grapple attacks. This feat adds Balance, Concentration, and Escape Artist to your list of class skills. T'ai-chi Kung Fu is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Dodge Roll, Hip throw, Immovable, Instant Stand, Jab, Joint Lock and Momentum Throw

TAIHO-JUTSU

Martial Arts Style

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

Prerequisite: Combat Martial Arts, Defensive Martial Arts, or Improved Disarm

Effect: You provoke no attacks of opportunity from grapple or disarm attempts. You are proficient in the tonfa and the jutte, suffering no penalties when using them in combat. This feat adds Diplomacy, Escape Artist, Intimidate, and Sense Motive to your list of class skills. Taiho-jutsu is an external style whose attacks are modified by Strength. Taiho-jutsu is a non-aesthetic style.

Style Maneuvers: Bear Hug, Choke Hold, Half Nelson, Full Nelson, Immovable, Jab, Joint Lock

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WADO-RYU KARATE

Martial Arts Style

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

Prerequisite: One of the following: Combat Martial Arts, Defensive Martial Arts, or Improved Trip

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple or trip attacks. This feat adds Balance and Escape Artist to your list of class skills. Wado-Ryu is an external style whose attacks are based on Strength. Wado-Ryu is a combination style that contains elements of Shotokan and Jujutsu.

YING JOW (EAGLE CLAW KUNG FU)

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You provoke no attacks of opportunity for grapple or trip attacks. This feat adds Pressure Points and Treat Injury to your list of class skills. Ying Jow is an internal style whose attacks are modified by Intelligence. Ying Jow is a combination style that contains elements of Eagle and Eastern Wrestling (Ch'in-na, covered by the Wrestling style feat).



MARTIAL ARTS MANEUVERS

Max looked at himself in the mirror, straightening his hat. It had been a long time since he had worn his dress blues. It felt like he was in someone else's skin.

Brianna slithered up behind him, wearing a backless evening gown that seemed to be entirely composed of glitter and jewels. It shimmered and caught the light as she moved. She had dyed her hair, hiding the blonde from her American heritage. She looked totally different. Japanese. Which was the idea.

Kimmie came out from her office, looking at the two of

them. "What are you two supposed to be?"

Max chuckled, "I'm a Marine on leave. She's my date. The kind you pay for. It isn't going to go well though."

Brianna laughed, punching him in the arm, "No, cause he's a jerk."

Brianna looked at Kimmie, then to her father, who had just come out of the restroom, they were dressed alike, black from head to toe. Kimmie's looked cobbled together from different clothes. Some old sweats, some black sneakers. The old man's outfit had obviously been used before.

Max walked up to Katsumoto. He reached into his jacket and took out a colt autoloader. "Give this back to me when you see me."

Kimmie blanched, looking at the two of them, "What are you doing with that?"

They looked at her; Katsumoto was impassive. Max patted her on the arm, "These guys play for keeps. We're going to get one shot at this, and it is going to get ugly before the end. Bring your sword darlin'."

BODY SLAM

You bring your opponent up over your head, slamming him down forcefully.

Prerequisite: Str 13+ and one of the following: Lua, ROSS, School of Hard Knocks, Sumo Wrestling, Brazilian Jiu Jitsu, Goju Ryu Karate, Mexican Masked Wrestling, Professional Wrestling and Wrestling

Effect: When you successfully trip an opponent your throw damage is increased to the third larger die (for example from 1d4 to 1d10). You also add 1.5 times your Strength modifier to the damage from this attack. This maneuver is a full round action.

CLOTHESLINE

This maneuver can be performed offensively or defensively as you run by a target, or as a target runs by you. The goal is to rip someone's head off and put what's left on the ground.

Prerequisite: One of the following: Boar, Bull, ROSS, Professional Wrestling and School of Hard Knocks

Effect: Performed offensively this maneuver may only be performed in conjunction with an unarmed charge attack. If the attacker hits with this charge attack, the target must make a Reflex saving throw (DC 15+ attacker's Dexterity modifier) or be knocked prone.

Performed defensively, an attacker may use this maneuver whenever he would be allowed to make an attack of opportunity triggered by movement out of his threatened area. The attacker may make a punch attack against the target as an attack of opportunity, and if this attack hits the target must make a Reflex saving throw (DC 15+attacker's Dexterity modifier) or be knocked prone. This maneuver does not allow an attacker to make more attacks of opportunity than he is normally entitled to, nor can it be performed more than once each round, regardless of the number of targets moving through the attacker's area.

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FLYING TACKLE

A tactic familiar to any student of American Football, the attacker drives his shoulder into his opponent, using momentum and weight to carry that opponent to the ground.

Prerequisite: One of the following: Boar, Lua, Professional Wrestling, ROSS, School of Hard Knocks, and Wrestling

Effect: You may execute a single punch attack at the end of a charge. In addition the target of this attack must succeed at a Reflex saving throw (DC 15+ your Strength modifier) or be knocked prone by this attack. You are always rendered prone after making this attack.

FULL NELSON

A hold in which both arms are hooked and the grappler can then press down on the back of the opponent's neck with both hands, inflicting tremendous stress on the shoulders and neck.

Prerequisite: Half Nelson, BAB 3+

Effect: Your grappling damage is increased to the second larger die (so from 1d4 to 1d8). Also, only the Escape Artist skill allows escape from this grapple, an opposed attack roll will not allow escape.

GROIN KICK

Illegal in tournament fighting, this attack sees much use in actual combat. Many martial arts stances which have an attacker face his opponent from the side, rather than head on were designed specifically to protect against groin kicks.

Prerequisite: One of the following: Capoeira, Drunken Master, Hapkido, Hsing-i, Hwa Rang Do, Jujutsu, Karate, Kenpo, Kung Fu, Pa-kua, ROSS, Savate, School of Hard Knocks, TaeKwonDo, Thai Kickboxing, and White Crane

Effect: This feat increases your kick damage to the next larger die (for example from 1d4 to 1d6). If the target of this attack is caught flat-footed, he must make a Fortitude save (DC 15+ your strength modifier) or be stunned for 1 round. If you spend an action point when making an attack roll with this maneuver, your target is flat-footed against this attack.

HALF NELSON

A classic grappling hold where one arm is hooked, with the grappler then pressing down on the back on the target's neck causing a great deal of pain.

Prerequisite: One of the following: Aikido, Brazilian Jiu Jitsu, Jujutsu, Lua, Python, Sumo Wrestling, Taiho-jutsu and Wrestling

Effect: Once this hold is established the grappler may inflict grappling damage as normal or may perform a Full Nelson, Kidney Punch, or Leg Sweep as an attack of opportunity (provided the attacker has one of those maneuver feats).

JOINT LOCK

After grabbing an opponent a sensitive area of the body is locked painfully, allowing the attacker to inflict tremendous pain.

Prerequisite: One of the following: Aikido, Brazilian Jiu Jitsu, Jujutsu, Lua, Python, Sumo Wrestling and Wrestling

Effect: All damage inflicted by a successful grapple is increased to the second larger die (from 1d4 to 1d8 for example). In addition, you add 1.5 times your Strength modifier to all grappling damage. This maneuver may only be performed once per round but you may make other non-joint lock attacks, provided you have the ability to make multiple attacks.

LUNGE

You extend with a deep knee bend, gaining tremendous extension on your attack.

Prerequisite: Thrust, BAB +3, and one of the following: Fencing (all variants), Spear Fighting, Staff Fighting

Effect: Your thrust damage is increased to the next larger die (for example from 1d4 to 1d6). This maneuver may only be performed once per round but you may make other non-lunge attacks, provided you have the ability to make multiple attacks. This maneuver may be performed at the end of a charge attack as a full round action.

LUNGE PUNCH

By stepping forward and punching at the same time you generate tremendous power and force.

Prerequisite: Karate (all variants), Jab, BAB +3

Effect: Your jab damage is increased to the next larger die (for example from 1d4 to 1d6). This maneuver may only be performed once per round but you may make other non-lunge punch attacks, provided you have the ability to make multiple attacks. This maneuver may be performed at the end of a charge attack as a full round action.

PALM STRIKE

You strike your opponent with your open hand, using the heel of your hand as the striking mechanism.

Prerequisite: One of the following: Karate (all variants), Kung Fu, Praying Mantis, Shao-Lin Kung Fu

Effect: You make a punch attack with a +1 bonus to hit. You also add 1.5 times your Strength modifier to the damage from this attack. This maneuver may be used multiple times each round.

REPELLING TOUCH

You lightly touch your opponent, but send him flying back away from you.

Prerequisite: One of the following: Aikido, Kung Fu, Pentjak Silat, Shao-Lin Kung Fu, T'ai-chi Kung Fu

Effect: On a successful, contested touch attack, resisted by your opponent's attack roll, Will save, or Concentration skill check, you knock him back 5 feet. If your opponent

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wishes to attack you in the same round he is knocked back from you, you gain an attack of opportunity as he closes to engage. This maneuver does not grant you more attacks of opportunity than you are normally entitled to. You may perform this maneuver multiple times each round, but never more than once per round to the same opponent.

SLASH

You rake your opponent with the blade of your weapon, hoping to disembowel or sever a limb.

Prerequisite: Any weapon style (provided the weapon is capable of inflicting slashing damage)

Effect: Your weapon damage is increased to the next larger die. This maneuver may be performed multiple times each round.

STICKING TOUCH

You lightly touch your opponent, and no matter what he does he cannot get free of you. This allows you to predict what and where he is going to attack with tremendous accuracy. One legendary story of sticking tells of a master who could prevent a swallow from leaving his hand, by yielding wherever the swallow tried to push away. With nothing solid to push off of, the swallow could not take to the air.

Prerequisite: One of the following: Aikido, Cobra, Kung Fu, Pentjak Silat, Praying Mantis, Shao-Lin Kung Fu, T'ai-chi Kung Fu

Effect: On a successful, contested touch attack, resisted by your opponent's attack roll, Reflex save, or Escape Artist skill check, you successfully stick to your opponent, and are able to "listen" to his Ki to determine his intentions. This maneuver may be performed more than once per round, but once established, need not (and may not) be performed again. Once per round, as a free action, your opponent may make an attack roll at his highest BAB, or an Escape Artist skill check, with a DC equal to your sticking attack roll to free himself.

Once you have successfully "stuck" to your opponent, you gain a +2 bonus on all attack rolls as well as a +4 bonus on all Sense Motive checks made to predict attacks.

TENDON LOCK

Your knowledge of the limits of the human body allows you inflict tremendous pain when grappling.

Prerequisite: Joint Lock, Pressure Points 5 ranks

Effect: You may make a Pressure Points skill check as a free action while grappling, and if successful, add your pressure point damage to any grapple damage. This feat does not change the limit on how often you can inflict pressure point damage; it simply allows you to do so while grappling.

Normal: Pressure Point skill checks are normally move-equivalent actions.

THRUST

You attack with the point of a weapon, an attack that is harder to block.

Prerequisite: Any weapon style (provided the weapon is capable of inflicting piercing or bludgeoning damage)

Effect: You gain a +2 to hit. This maneuver may be performed multiple times each round.



SIGNATURE MANEUVERS

Friday night was big at the Enkai. Max and Brianna had a table near the back. In the smoke filled interior of the club a basketball game loomed over the couple on a huge TV. But the satellite sports channels were just a small portion of the minor attractions offered by the Japanese-style nightclub.

To the left of the couple was a Karaoke machine, where people sang endlessly, despite the fact that they could hardly be heard above the din of the club. And below the couple, past the screens showing sports and horse racing sat row upon row of pachinko machines, most occupied by businessmen whiling away a lonely weekend in front of the machines.

In keeping with the tacky Japanese décor of the place, the waitresses were all dressed in pleated blue skirts and white tops in an odd rendition of the uniforms worn by Japanese schoolgirls. None of which seemed to concern the Marine spending his leave with a lovely Japanese girl. In fact nothing seemed to concern the gruff American except liquor, and telling joke after joke to his date between rounds, who dutifully giggled at the appropriate times.

At the back door, the Teppodama watched as a car pulled up to his companion guard and stopped. Things were quiet for a Friday night. The man was talking to the driver of the car, a young woman. For a tense moment the guard regarded the woman, then bent over, pointing around the corner. His companion at the door relaxed. Someone looking for directions.

The guard didn't notice the black horsehair rope, weighted at both ends, tied into a loop until it had settled around his neck. A moment of puzzlement that never quite turned into realization followed, before the man was violently snatched off his feet. His neck snapped without a sound.

Kimiko smiled, profusely thanking the man in Japanese for directions and backed up. The man turned, intending to signal an "all clear" to his companion by the door before returning to his post. Only the man wasn't there. He had taken one step toward the door when he heard the sound of an engine roar behind him. Too late he turned, just in time for the car containing the lost Japanese girl to slam into him.

Kimiko quickly pulled into an open space, then dragged the body of the guard she had run down and put it in the

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trunk of the car. Quickly approaching one side of the door, she waited until the black horsehair with the weighted end dropped down. She stepped into the loop and held on as she was quickly and silently pulled up to the roof of the Enkai. The parking lot once again descended into silence.

BEAR STANCE

Bear Signature Stance

In this stance the hands rest on the thighs, while the feet point slightly toward each other. This style grants balance and the ability to strike or grapple with equal effectiveness.

Prerequisite: Bear

Effect: This stance grants a +2 bonus to hook or grapple attack rolls.

BOW AND ARROW

Kung Fu Signature Stance

In this stance the legs are in front and behind the Kung Fu practitioner, with the front leg being bent like a bow and the back leg straight like an arrow. It is thus sometimes also called the “front bow, back arrow”.

Prerequisite: Kung Fu

Effect: This stance grants you a +2 bonus to hit with all punch attacks.

CRANE'S BEAKS

White Crane Signature Maneuver

The hands are held like the beak of the crane, with the thumb directly beneath the other four fingers. This allows the practitioner to accurately deliver deadly strikes to vulnerable nerve centers.

Prerequisite: White Crane, Nerve Strike

Effect: You gain +2 to hit on all pressure point attack and skill rolls. In addition, your pressure point damage is increased by +1d6.

DOUBLE CLAW

Tiger Signature Maneuver

With both hands in the claw position classic to Tiger Kung Fu, you are better able to block, grab, or disarm an opponent. When blocking, the wrists are often crossed, or one arm is extended, supported by the other, granting increased support and strength.

Prerequisite: Tiger, Tiger Claw

Effect: You gain a +2 on all block, disarm, and grapple attack rolls and opposed rolls.

DRAGON STANCE

Dragon Signature Stance

In this stance the front knee is bent and the back leg trails behind in a “dragon tail”. This deep bend provides tremendous forward momentum on punching attacks.

Prerequisite: Dragon

Effect: You gain a +2 damage bonus on Lunge Punch attacks.

EXTENDED DRAGON

Dragon Signature Stance

As the Dragon stance but the front knee bend is more extreme. This allows the practitioner's punch attacks to strike from longer range and often catch his opponent off guard. The trailing leg or dragon tail is often forgotten in this stance, allowing the practitioner to bring it around when his opponent least expects it.

Prerequisite: Dragon, Dragon Stance, Balance 5 ranks

Effect: If a punch attack is executed from this stance in the first round of combat the practitioner gains a +4 Initiative bonus. This bonus is cumulative with any other bonus the attacker receives (such as Improved Initiative). From this stance the attacker may spend an action point to render one Lunge Punch attack unblockable. The attacker may also spend an action point to render his opponent flat-footed against his next Leg Sweep attack.

LAI KAI

Burmese Boxing Signature Maneuver

Lai Kai is the “fight dance” of the Burmese Boxer and is an interesting variation on the western boxing tradition of shadow boxing. As a warm up for a match the boxers perform punches at phantom opponents and complex footwork patterns in time to music being played by a trainer. It is important to always match the rhythm of the music that the players will vary from one moment to the next. This not only loosens up the fighter but also prepares his reflexes for the match ahead.

Prerequisite: Burmese Boxing, Perform (dance) 5 ranks, BAB +3

Effect: If you perform this maneuver for one minute (10 rounds) and then successfully make a Perform (dance) skill check (DC 20) you gain a +2 morale bonus to initiative and attack rolls for the next minute (10 rounds).

LANDING CRANE

White Crane Signature Stance

In this variation of the Crane stance, one leg is straight, while a forward leg is bent, ready to kick at a moment's notice. Although some weight is distributed to the forward leg (unlike a true one-legged Crane stance), the weight distribution is about 90% on the back leg.

Prerequisite: White Crane

Effect: This stance grants you a +2 bonus to hit with all kick attacks.

RIDING HORSE

Horse Signature Stance

The Horse stance is one of the most famous in all the martial arts. The name of this stance comes from the spread of the legs to either side of the fighter, and the deep bend of the legs, which makes it look as though the fighter is straddling a horse. Horse masters are legendary for their ability to maintain this stance for hours, even meditating while

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maintaining this position.

Prerequisite: Horse, Balance 5 ranks

Effect: You gain a +4 bonus on all Balance checks. In addition you may make Balance checks to avoid being tripped as a move action.

Normal: Balance checks normally require an attack action in order to resist trip attacks.

SNAKE

Cobra Signature Stance

An extremely flexible stance, the snake stance is the “classic” martial arts stance shown most often in movies. Legs are spread to provide a nice balanced base, hands are open one in front of the other, and the artist has his side facing his opponent. This not only allows quick transition between attack and defense but also offers good protection to the groin, chest, and head.

Prerequisite: Cobra

Effect: Each round you are in this stance you gain either a +1 to hit or a +1 dodge bonus to defense against melee attacks. This stance also grants a +2 to Fortitude saving throws vs. the Body Blow, Groin Kick and Heart Punch martial arts maneuvers.

SWORD DANCE

Banshay Signature Maneuver

The sword dance is beautiful and deadly and requires absolute mastery of the blade before a Banshay practitioner can safely execute it. Two blades are whirled around the body at times even touching the practitioner’s skin. This maneuver is gradually learned over a period of years. Blades are first used at great distance from the body gradually being moved closer and closer until the true sword dance is mastered.

Prerequisite: Dexterity 13, Banshay, Weapon Focus (machete), Two-Weapon Fighting, Improved Two-Weapon Fighting and base attack bonus +6

Effect: You gain a +2 cover bonus to your defense as well as a +2 bonus to hit on any opposed blocking attack rolls. Any opponent who attacks you in melee is subject to an attack of opportunity. This maneuver does not allow you to make more attacks of opportunity than normal. You may not make more than one such attack of opportunity per round.

WING PUNCH

White Crane Signature Maneuver

In a wing punch both arms are extended directly out from the shoulders, like a crane’s wings in flight. Thus a punch can be launched in either direction. The straight, direct, line formed by the arms and shoulders increases the power of this graceful punch attack.

Prerequisite: White Crane, Jab

Effect: You gain a +2 bonus on all Jab damage rolls. In addition, you cannot be flanked.



KI FEATS

The three guards came up from the back rooms.

The manager of the club pushed them out into the pachinko parlor, hurrying them toward the front room, “Some drunk American is wrecking the place!”

The men watched as three bouncers converged on the Marine only to be tossed out of the crowd one by one like ragdolls. His companion, a small Asian woman was hysterical, and seemed to be hindering the bouncers’ efforts to get rid of the large man.

Suddenly the two men heard the voice of their Oyabun behind them, “She’s working with him you idiots. This is an attack. Get the rest of the men and keep the two of them busy. Order the bouncers to get the guests out and then lock the doors. Then we can deal with this. Keep one of them alive. I want to know who sent them.”

“I did.”

Shogu turned, eyeing a small Japanese girl. Without taking his eyes off the sword tucked, blade up, into her belt, he spoke to his subordinate, “You have your orders. Now go.”

Walking in a slow circle, he paced around Kimiko like a Tiger waiting for feeding time. “Such a lovely blade. It must be hundreds of years old.”

Suddenly the girl’s sword was out of its sheath. The older Shogu’s blade was out a fraction of an instant slower. He had misjudged the range only slightly and that miscalculation cost him. Aiming a vicious disemboweling slash to the girl’s midsection, which she easily danced back away from, Shogu reached up to feel the burning on the side of his head. His ear lobe was gone.

With a snarl he charged at the girl, sword held in two hands above his head. She ducked under the blade, allowing hers to trail behind her, held in one hand. She delivered a sharp punch to the older swordsman’s midsection then whirled, katana in both hands in a stroke designed to deprive the man of one of his hands.

Shogu side slipped then brought his blade over sharply knocking the girl’s attack aside.

Max and Brianna stood back to back at the center of a riot.

When the bouncers withdrew and began escorting the civilians out, they knew their ruse was over and all pretenses dismissed. It was now the two of them against a room full of Crimson Fist street punks and Yakuza teppodama.

Two of the Fists charged Max simultaneously, hoping one would get through while the other distracted him. He caught the first boy in the groin with a steel toed boot, and then grabbed the other by his jacket, lifting him over his head and hurling him into a sea of red jackets. The thugs went down like bowling pins.

Behind him Brianna saw an opening in the defense of a Yakuza guard and took it. Her leg came up over her head,

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heel crashing down on the man's hand. His wrist hung limply from his arm in an unnatural position, his large military knife on the floor. Bending down, she used the knife to cut her gown down the front and back, providing her with the mobility she'd need. Lightly elbowing Max in the ribs, she hissed, "Weapon."

Taking it, he surveyed the room, mapping out the next few seconds in his mind, "This isn't getting us anywhere. Where the hell are Kimmie and the old man?"

From the crowd of fallen Fists Kata emerged, his switchblade in his hand. Max's face split into a grin, lightly slapping each bicep and approaching the boy with the larger military knife Bri had taken from the teppodama. "All right boy, you want a streetfight? Let's go to school."

CHYEL KI

You may use your Ki to make your body as hard as steel.

Prerequisite: Ki, Inner Strength, Inner Peace, Concentration 5 ranks

Effect: You gain damage resistance equal to your Wisdom modifier. This ability has a duration in rounds equal to your Concentration skill. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Chyel Ki may not be learned by characters whose only style is a non-aesthetic style.

JUNG KI

You may use your Ki to make your body heavy and hard to move.

Prerequisite: Ki, Inner Strength, Immovable, Concentration 5 ranks

Effect: You may not be tripped or thrown. This ability has a duration in rounds equal to your Concentration skill. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Jung Ki may not be learned by characters whose only style is a non-aesthetic style.

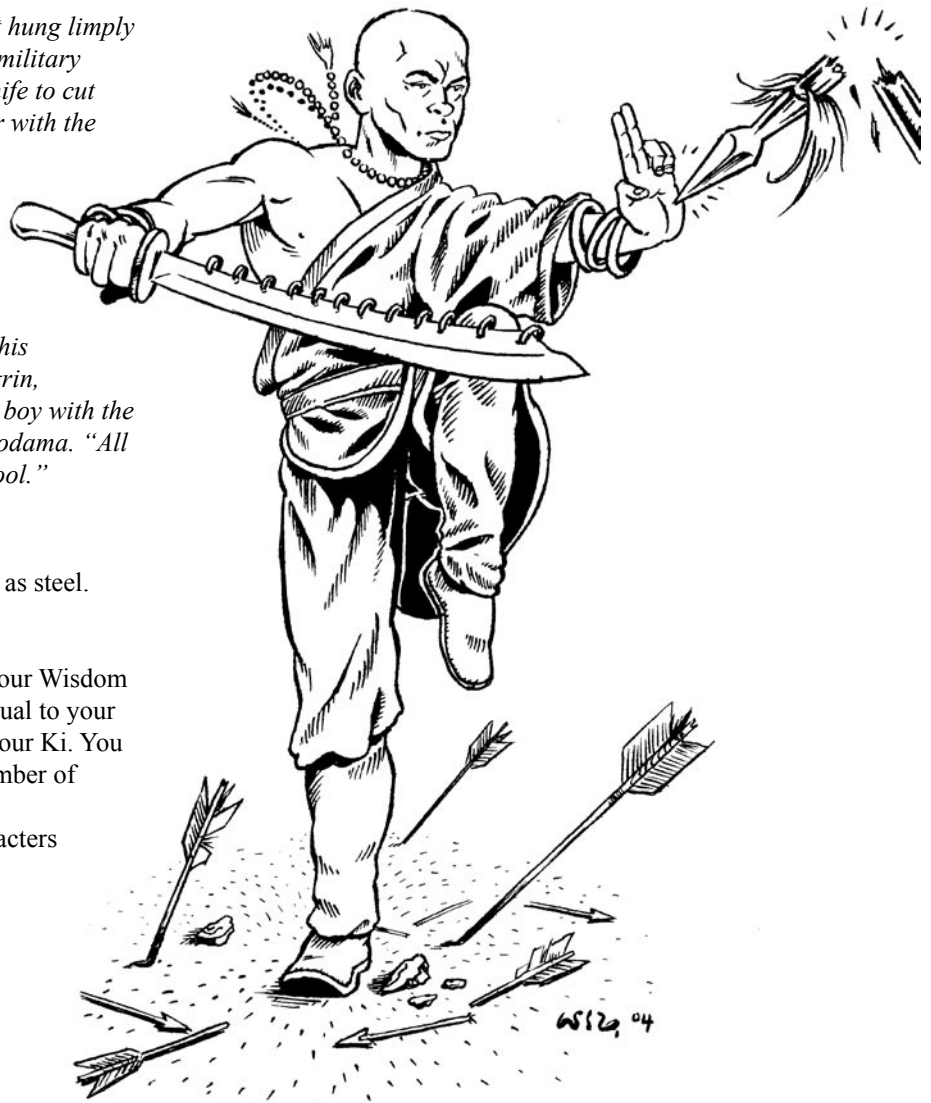
KI RYUK SOOL

You may focus the power of your Ki to heal.

Prerequisite: Ki, Inner Strength, Inner Peace, Treat Injury 8 ranks, Wis 15+

Effect: You may use your Ki to heal 1 point of damage for each rank in the Treat Injury skill you possess. You may not use this ability on yourself and may only use this ability once per day on an individual (though you may use the ability multiple times, you may not use it more than once per person). This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Ki Ryuk Sool may not be learned by characters whose only style is a non-aesthetic style.



KYUNG KI

You may use your Ki to make your body as light as air.

Prerequisite: Ki, Inner Strength, Concentration 5 ranks

Effect: You add your Wisdom modifier to all Balance, Jump, Move Silently and Tumble skill checks. This ability has a duration in rounds equal to your Concentration skill. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Kyung Ki may not be learned by characters whose only style is a non-aesthetic style.

MA KI

You may use your Ki to make yourself numb, ignoring pain and fatigue.

Prerequisite: Ki, Inner Strength, Inner Peace, Concentration 5 ranks, Wis 15+

Effect: You are immune to pressure point damage for a number of rounds equal to your Concentration skill. If you are exhausted you may use this ability to become fatigued or if you are fatigued you may use this ability to remove

CHAPTER 2: MARTIAL ARTS

that condition. If this ability is used to remove exhaustion or fatigue its duration is instantaneous. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Ma Ki may not be learned by characters whose only style is a non-aesthetic style.

ONE FINGER

You may focus your Ki to a single point, knocking an opponent back.

Prerequisite: Ki, Inner Strength, Repelling Touch

Effect: You may use the repelling touch maneuver at a range of 10' plus a number of feet equal to ten times your Wisdom modifier. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: One Finger may not be learned by characters whose only style is a non-aesthetic style.

SHIN KI

You may harness the power of your Ki to increase your focus and awareness.

Prerequisite: Ki, Inner Strength, Awareness, Concentration 5 ranks

Effect: You add your Wisdom modifier to all Concentration, Listen, and Spot checks for a number of rounds equal to your (modified) Concentration skill. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Special: Shin Ki may not be learned by characters whose only style is a non-aesthetic style.



LEGENDARY MANEUVERS

Legendary maneuvers are the most difficult to master. Studying with a Sensei who has both the secret technique class ability and the maneuver feat itself is the only way to learn these maneuvers. Like Ki, these maneuvers are a form of FX, and may not be allowed in realistic campaigns, as they move into the ground where martial arts and fantastic legend meet.

BREATH OF LAUGHTER

Legendary Maneuver

Your opponent's attacks are laughable, and since air is the focus of your Ki, you may use your exhalation of laughter as a weapon.

Prerequisite: Ki, Inner Strength, Inner Power, Repelling Touch

Effect: When you successfully perform a Repelling Touch attack, you may spend an action point to knock your

opponent back a number of feet equal to ten times your Wisdom modifier. This maneuver may be combined with One Finger and performed at range.

NO-SHADOW KICK

Legendary Maneuver

A kick executed with such speed it does not leave a shadow.

Prerequisite: Ki, Inner Strength, Inner Power, Snap Kick

Effect: Your snap kick attacks may not be blocked. If you spend an action point your opponent is flat-footed against all attacks launched by you for the next round.



MARTIAL ARTS MASTERY

Kimiko danced back, reaching up to feel the blood seep from her bicep. Shogu's sword had bit deep but she didn't think he had hit bone. She was younger and faster, but he was taller, and now that he had taken her measure seemed able to use his reach to attack her every time she tried to close, forcing her to withdraw to avoid losing a limb.

In fact she was certain he could have finished her by now had he wanted to. He was toying with her. Practicing. Between his reach advantage and the longer length of his blade, she would never be able to win this. Suddenly, her mind drifted to the lessons of her father. To the school of fighting handed down to her family through the generations.

Ignoring the pain in her arm, she rose, steeling herself.

Shogu smiled at her mocking, "Ah, ready for another pass are we?"

Suddenly she was in motion, bare feet slapping like a child's on the stone floor.

The sound of her breathing became her entire world.

The following are the mastery lists and bonus feat lists for the new styles presented in Blood and Fists II.

BANSHAY

Mastery: Accurate Disarm 1-2, Block Mastery 1-3, Dodge Mastery 1 and Weapon Mastery 1-3

Bonus Feats: Advanced Two-Weapon Fighting, Agile Riposte, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Two-Weapon Fighting, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Finesse and Weapon Focus

BEAR

Mastery: Accurate Punch 1-2, Accurate Grapple 1-3, Hard Punch 1 and Hard Grapple 1-3

Bonus Feats: Athletic, Bear Hug, Box Ears, Combat Reflexes, Endurance, Great Fortitude, Full Nelson, Half Nelson, Haymaker, Hi Pain Threshold, Hook, Immovable,

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Improved Damage Threshold, Jab, Joint Lock, Power Attack, Rush and Toughness

BRAZILIAN JIU-JITSU

Mastery: Accurate Grapple 1-3, Accurate Punch 1, Dirty Tricks 1-2 and Hard Grapple 1-3

Bonus Feats: Advanced Ground Fighting, Athletic, Bear Hug, Box Ears, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Elbow Slam, Eye Gouge, Groin Kick, Hip Throw, Hook, Improved Combat Throw, Jab, Joint Lock and Toughness

BULL

Mastery: Accurate Punch 1-3, Accurate Charge 1-2, Block Mastery 1 and Hard Punch 1-3

Bonus Feats: Advanced Rush, Athletic, Body Blow, Clothesline, Combat Expertise, Combat Reflexes, Endurance, Flying Tackle, Great Fortitude, Head Butt, Immovable, Improved Bull Rush, Jab, Power Attack, Rush and Toughness

BURMESE BOXING

Mastery: Accurate Punch 1-3, Accurate Kick 1, Block Mastery 1-2 and Hard Punch 1-3

Bonus Feats: Athletic, Body Blow, Body Slam, Combat Expertise, Combat Reflexes, Combat Throw, Endurance, Full Nelson, Half Nelson, Hip Throw, Hook, Jab, Joint Lock, Toughness and Uppercut

CHI KUNG

Mastery: Accurate Grapple 1-2, Accurate Trip 1, Ki Mastery 1-3 and Pressure Point Mastery 1-3

Bonus Feats: Alertness, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Combat Throw, Elusive Target, Full Nelson, Half Nelson, Hip Throw, Immovable, Improved Combat Throw, Joint Lock, Nerve Strike, Numbing Strike, Surgery, Tendon Lock and Unbalance Opponent

DEER

Mastery: Accurate Kick 1-3, Block Mastery 1, Dodge Mastery 1-2 and Hard Kick 1-3

Bonus Feats: Alertness, Athletic, Back Kick, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Groin Kick, Head Butt, Heel Kick, Improved Initiative, Leg Sweep, Mobility, Snap Kick, Spring Attack and Thigh Kick

EASTERN WRESTLING

Mastery: Accurate Grapple 1-3, Block Mastery 1-2, Hard Grapple 1 and Pressure Point Mastery 1-3

Bonus Feats: Alertness, Athletic, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Ground Fighting, Half Nelson, Hip Throw, Improved Combat Throw, Full Nelson, Immovable, Joint Lock, Nerve Strike, Numbing Strike, Tendon Lock and Unbalance Opponent

FENCING~ FRENCH

Mastery: Accurate Disarm 1-2, Dirty Tricks 1, Dodge Mastery 1-3 and Weapon Mastery 1-3

Bonus Feats: Agile Riposte, Athletic, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Lunge, Mobility, Thrust, Quick Draw, Spring Attack, Weapon Finesse and Weapon Focus

FENCING~ ITALIAN

Mastery: Accurate Disarm 1-2, Block Mastery 1-3, Hard Rapier 1 and Weapon Mastery 1-3

Bonus Feats: Advanced Two-Weapon Fighting, Athletic, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Two-Weapon Fighting, Lunge, Power Attack, Thrust, Toughness, Quick Draw and Weapon Focus

FENCING~ SPANISH

Mastery: Accurate Disarm 1-3, Block Mastery 1-2, Dodge Mastery and Weapon Mastery 1-3

Bonus Feats: Alertness, Analytical Combat, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Educated, Elusive Target, Focused, Lunge, Quick Draw, Thrust and Weapon Focus

GOJU-RYU KARATE

Mastery: Accurate Punch 1-3, Accurate Kick 1, Accurate Grapple 1, Block Mastery 1 and Hard Punch 1-3

Bonus Feats: Athletic, Axe Kick, Body Blow, Choke Hold, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Hook, Jab, Joint Lock, Lunge Punch, Power Attack, Ridgehand, Snap Kick, Sunder and Toughness

GRECO ROMAN WRESTLING

Mastery: Accurate Grapple 1-3, Acrobatics Mastery 1-2, Block Mastery 1 and Hard Grapple 1-3

Bonus Feats: Acrobatic, Athletic, Bear Hug, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Dodge Roll, Half Nelson, Hip Throw, Full Nelson, Immovable, Joint Lock, Power Attack, Tendon Lock and Toughness

GUN FU

Mastery: Acrobatics Mastery 1, Dodge Mastery 1-2, Ki Mastery 1-3 and Weapon Mastery 1-3

Bonus Feats: Advanced Firearms Proficiency, Blind-Fight, Circle Kick, Combat Expertise, Combat Reflexes, Dead Aim, Far Shot, Jab, Point Blank Shot, Precise Shot, Snap Kick, Weapon Finesse and Weapon Focus

HORSE

Mastery: Accurate Punch 1-2, Accurate Throw 1-3, Dodge Mastery 1 and Hard Throw 1-3

Bonus Feats: Athletic, Body Slam, Combat Expertise,

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Combat Martial Arts, Combat Throw, Endurance, Focused, Hip Throw, Hook, Immovable, Improved Combat Throw, Jab, Kidney Punch, Lunge Punch and Power Attack

HWA RANG DO

Mastery: Accurate Kick 1-3, Hard Kick 1-3, Ki Mastery 1 and Pressure Points 1-2

Bonus Feats: Athletic, Axe Kick, Back Kick, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Exotic Weapon Proficiency, Hip Throw, Hook, Jab, Nerve Strike, Numbing Strike

KENPO

Mastery: Accurate Punch 1-2, Accurate Kick 1-3, Block Mastery 1 and Hard Kick 1-3

Bonus Feats: Acrobatic, Athletic, Axe Kick, Body Blow, Circle Kick, Combat Expertise, Combat Reflexes, Flying Kick, Hook, Jab, Jump Kick, Kidney Punch, Leg Sweep, Power Attack, Snap Kick and Thigh Kick

KNIFE FIGHTING

Mastery: Accurate Knife 1-3, Dirty Tricks 1-2, Dodge Mastery 1 and Weapon Mastery 1-3

Bonus Feats: Athletic, Brawl, Combat Expertise, Combat Reflexes, Deceptive, Dodge, Elusive Target, Improved Feint, Improved Initiative, Lightning Reflexes, Streetfighting, Thrust and Quick Draw

KRAV MAGA

Mastery: Accurate Punch 1-2, Accurate Grapple 1-3, Block Mastery 1-2 and Dodge Mastery 1-2

Bonus Feats: Alertness, Athletic, Block, Body Blow, Choke Hold, Combat Expertise, Combat Reflexes, Counterstrike, Dodge, Disarm Block, Hook, Improved Block, Improved Counterstrike, Jab, Lock Block

KUK SOOL WON

Mastery: Acrobatics Mastery 1-2, Accurate Kick 1-3, Dodge Mastery 1 and Hard Kick 1-3

Bonus Feats: Acrobatic, Athletic, Axe Kick, Back Kick, Circle Kick, Combat Expertise, Combat Reflexes, Dodge Roll, Flying Kick, Hook, Instant Stand, Jab, Jump Kick, Leg Sweep, Power Attack, Snap Kick and Thigh Kick

KYOKUSHIN KARATE

Mastery: Accurate Kick 1-3, Accurate Punch 1-2, Hard Kick 1 and Ki Mastery 1-3

Bonus Feats: Alertness, Athletic, Axe Kick, Body Blow, Choke Hold, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Hook, Improved Combat Throw, Jab, Joint Lock, Lunge Punch, Power Attack, Ridgehand and Snap Kick

LUCHA LIBRE

Mastery: Accurate Grapple 1-3, Acrobatics Mastery 1-2, Hard Grapple 1-3 and Ki Mastery 1

Bonus Feats: Acrobatic, Alertness, Athletic, Bear Hug, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Deceptive, Focused, Half Nelson, Hip Throw, Full Nelson, Immovable, Joint Lock, Power Attack

POLE ARM FIGHTING

Mastery: Accurate Pole Arm 1-2, Block Mastery 1-3, Hard Pole Arm 1 and Weapon Mastery 1-3

Bonus Feats: Archaic Weapon Proficiency, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Power Attack, Slash, Sunder, Thrust, Toughness and Weapon Focus

ROOSTER

Mastery: Accurate Punch 1-3, Accurate Head Butt 1-2, Pressure Points 1-3 and Hard Punch 1

Bonus Feats: Athletic, Body Blow, Box Ears, Combat Expertise, Combat Reflexes, Focused, Head Butt, Heart Punch, Immovable, Jab, Kidney Punch, Nerve Strike and Numbing Strike

SHITO-RYU KARATE

Mastery: Accurate Kick 1-3, Accurate Punch 1-3, Block Mastery 1 and Hard Punch 1-2

Bonus Feats: Athletic, Body Blow, Combat Expertise, Combat Reflexes, Hook, Immovable, Jab, Kata, Lunge Punch, Power Attack, Snap Kick, Sunder and Thigh Kick

SHOTOKAN KARATE

Mastery: Accurate Kick 1-2, Accurate Punch 1-3, Block Mastery 1 and Hard Punch 1-3

Bonus Feats: Athletic, Body Blow, Combat Expertise, Combat Reflexes, Heart Punch, Hip Throw, Hook, Immovable, Jab, Kata, Kata Mastery, Kata Specialist, Lunge Punch, Leg Sweep, Power Attack, Snap Kick, Sunder and Thigh Kick

STAFF FIGHTING

Mastery: Accurate Staff 1-2, Block Mastery 1-3, Hard Staff 1 and Weapon Mastery 1-3

Bonus Feats: Athletic, Combat Expertise, Combat Reflexes, Low Profile, Lunge, Power Attack, Sunder, Thrust and Toughness

STICK FIGHTING

Mastery: Accurate Stick 1-3, Block Mastery 1, Pressure Points 1-2 and Weapon Mastery 1-3

Bonus Feats: Advanced Two-Weapon Fighting, Athletic, Combat Expertise, Combat Reflexes, Focused, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Power Attack, Sunder and Thrust

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T'AI-CHI CHUAN

Mastery: Accurate Grapple 1-2, Accurate Throw 1-3, Block Mastery 1 and Ki Mastery 1-3

Bonus Feats: Alertness, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Combat Throw, Dodge Roll, Focused, Hip Throw, Immovable, Improved Combat Throw, Instant Stand, Jab, Joint Lock, Momentum Throw and T'ai Chi

TAIHO-JUTSU

Mastery: Accurate Disarm 1-3, Accurate Grapple 1-3, Block Mastery 1-2 and Hard Grapple 1

Bonus Feats: Alertness, Athletic, Attentive, Bear Hug, Choke Hold, Combat Expertise, Combat Reflexes, Half Nelson, Improved Trip, Full Nelson, Immovable, Jab, Joint Lock, Stick Fighting and Trustworthy

(FOOTNOTES)

¹ *Comprehensive Asian Fighting Arts*, Donn F. Draeger and Robert W. Smith

² *Kajukenbo: The Perfected Art of Dirty Streetfighting*, William Beaver (originally published in *Karate/Kung Fu Illustrated*, February 1992)

CHAPTER 3: MARTIAL ARTS CAMPAIGNS



CHAPTER 3: THE MARTIAL ARTS CAMPAIGN

Max waited, grinning at the boy, knife held easily in his hand. After a moment that seemed to stretch into an eternity the boy charged. In his mind Max steeled himself for the inevitable. He had no desire to kill the boy, but only one person walked away from a knife fight.

Just as Max prepared to strike, a sound as loud as a thunderclap ripped through the noise and confusion of the melee, leaving total silence in its wake. Kata was kneeling on the ground, whimpering in pain, his knife forgotten at his feet. Staring at a smoking hole that had appeared as if by magic in his hand.

Max looked up to the balcony overlooking the club, where he saw Katsumoto standing over the prone body of a Yakuza sniper, a smoking rifle in his hand. Max had little doubt the unseen rifleman was about to end his and Bri's life. Looking at the rest of the thugs, Max had little doubt that this fight was over:

"Crafty old bastard, I was wondering where he was."

Brianna delivered a sharp punch to his ribs, "You watch it! That's your future father-in-law you're talking about there".

Kimiko dashed toward the waiting Shogu, eyes fixed on his feet. She waited until the last instant when he shifted his weight, preparing to strike. Suddenly her Sai was in her off-hand. Before Shogu could even react, it was in the air. Suddenly complete silence descended. She sheathed her sword, looking down at the older man, the Sai buried to its hilt right between his eyes.

Exhaling at last, she turned to join the others.

Martial arts are usually not the focus of a campaign. At their most basic level they are a set of characters' abilities as unlikely to be featured in a campaign as any other feat or selection of feats. A character might be an extremely potent marksman, brilliant scientist or the baddest man alive but a campaign is rarely built around these character attributes.

But there are movies, comic books and video games that do feature these abilities prominently. Martial arts have become one of the most popular sub-genres across all media in the entire world and d20 Modern campaigns should be no exception. To assist game masters in formulating these campaigns a series of campaign models are provided below.



MARTIAL ARTS GENRES

Within martial arts movies there are several sub-genres. There is the *gritty* realistic portrayal one sees in Kurosawa films, where a single sword stroke drawn at

lightning speed ends the battle. There are the *cinematic* films that comprise as much as 90% of all martial arts media produced around the world where a skilled martial artist can face down a dozen armed men and come away from the battle barely injured. Finally there is the *fantastic* portrayal found primarily in comics and video games where the martial artist is essentially a low-powered superhero.

For each of these sub-genres a discussion of running a campaign suitable to the tone and character of the sub-genre is presented as well as a series of optional rules to help simulate the stories found within the sub-genre. Finally, at least one campaign model is presented below for each sub-genre.

GRITTY

In the gritty campaign the martial artist knows every fight he engages in could be his last. Although he is a highly skilled combatant he does not enter into combat lightly because of the danger to himself and the person he fights against. The tone of the gritty campaign is dark and often sees the martial artist on a quest for revenge, seeking retribution for the death of a revered mentor or loved one. Gritty campaigns feature no FX or Ki abilities. Combat is all too real.

INJURIES

Only one new rule is needed to make combat *hurt*: injuries.

Injuries: Combat in d20 Modern is inherently cinematic with high-level characters able to absorb a great deal of punishment with little or no side effects. It takes a series of combats to wear such a character down and he fights at full effectiveness right to the end. In the gritty campaign model the concept of injuries is used to simulate the dangers of combat.

How injuries happen: Each time a character is required to make a massive damage save or suffers a critical threat the character is injured. It does not matter whether the character fails the massive damage save or whether the critical is confirmed. Making the save or the failure of the attacker to confirm the critical means the character does not begin dying or suffer multiple damage. However, the character is still injured.

What injuries are: An injury means the character's combat effectiveness has been impaired by combat. Every time a character is injured the game master will roll a d6 to randomly pick an ability score. That ability suffers one point of ability damage per five points of damage inflicted by the injuring attack. Lost ability damage heals at one point per day as normal. However, the character does not pick the order in which his injuries heal. The oldest injury heals a point of ability damage first, then the second injury, and so forth, meaning that a character suffering from multiple injuries might require a great deal of rest.

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GRITTY CAMPAIGN MODEL: DARK APOSTLE

You are a martial arts master who took in a young boy to train in your arts. Although the boy was rash and headstrong, you felt your training could help the boy harness his energy to the service of good teaching him discipline and self-restraint. You were wrong. Now the boy uses your teachings for his own selfish ends, making money and deriving enjoyment from his ability to bully and torment others. You have decided to track him down and put an end to his depredations once and for all even if doing so costs you your life.

CINEMATIC

The cinematic martial arts campaign is the one that makes the most use of the materials presented in Blood and Fists 1 and 2. Although there is still no FX in such a campaign, characters are allowed to take Ki feats and Legendary Maneuvers and are more than capable of taking out a dozen or more lesser fighters.

While based in the world we live in the Cinematic campaign is the real world “plus”. The “plus” encompasses all the things that probably don’t exist but should, such as world-spanning ninja families, hook-handed Yakuza overlords and mysterious billionaires hosting martial arts tournaments on a remote island. Maybe even the occasional Sumai with a razor edged derby that he throws to cut your head off.

CINEMATIC CAMPAIGN MODEL: HONG KONG KNIGHTS

Hong Kong is a city at war. An undeclared war being fought between the Skinku Kobushi, the “Crimson Fists” against the Barraku Yaiba, the “Black Blades”. These gangs fight over control of the harbors, the right to extort money from the street vendors and most importantly of all; over the control of the street level drug trade.

Without weapons that would draw too much attention from the authorities these gangs fight with martial arts and the weapons of the martial arts: nunchaku, chain, fist and foot. These gangs are just pawns fighting at the behest of untouchable Yakuza overlords struggling for control of Hong Kong’s ports, ports that will be used to smuggle drugs and other illicit contraband into Japan from all over the world.

The player characters are caught in the midst of this war. As young men and women they must choose a side, or take the most dangerous route of all and attempt to stay neutral. Unable to turn to the police, their only ally in such a war would be the martial arts masters who preach non-violence from local dojos. Dojos that will themselves become targets if they do not choose sides.

BOSOZUKU 1

Fast Ordinary 1: CR 1/2; HD 1d8 + 1; hp 5; MD 12; Init +2 (+2 Dex); Spd 30’; Defense 15, Touch 15, Flat-footed 13 (+3 class, +2 Dex); BAB +0; Atk +2 ranged (2d6 Mac Ingram

M10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Yakuza Oyabun; SV Fort +1, Ref +3, Will -1; Rep +0; Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 12.

Occupation: Adventurer (Drive, Knowledge (streetwise) / Personal Firearms Proficiency).

Skills: Balance +6, Craft (mechanics) +5, Drive +9, Intimidate +3, Knowledge (streetwise) +6, Navigate +3, Pilot +4.

Feat: Force Stop, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Expert

Possessions: Ducati 998R, Mac Ingram M10, miscellaneous equipment.

BOSOZUKU 2

Fast Ordinary 2: CR 1; HD 2d8 + 1; hp 10; MD 12; Init +2 (+2 Dex); Spd 30’; Defense 16, Touch 16, Flat-footed 14 (+4 class, +2 Dex); BAB +1; Atk +3 ranged (2d6 Mac Ingram M10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Yakuza Oyabun; SV Fort +1, Ref +4, Will -1; Rep +0; Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 12.

Occupation: Adventurer (Drive, Knowledge (streetwise) / Personal Firearms Proficiency).

Skills: Balance +7, Craft (mechanics) +6, Drive +10, Intimidate +3, Knowledge (streetwise) +7, Navigate +3, Pilot +4

Feat: Force Stop, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Expert

Possessions: Ducati 998R, Mac Ingram M10, miscellaneous equipment

BOSOZUKU 3

Fast Ordinary 3: CR 2; HD 3d8 + 1; hp 14; MD 12; Init +2 (+2 Dex); Spd 30’; Defense 16, Touch 16, Flat-footed 14 (+4 class, +2 Dex); BAB +2; Atk +4 ranged (2d6 Mac Ingram M10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Yakuza Oyabun; SV Fort +2, Ref +4, Will +0; Rep +0; Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 12.

Occupation: Adventurer (Drive, Knowledge (streetwise) / Personal Firearms Proficiency).

Skills: Balance +8, Craft (mechanics) +7, Drive +11, Intimidate +4, Knowledge (streetwise) +8, Navigate +4, Pilot +4.

Feat: Force Stop, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Dodge, Vehicle Expert.

Possessions: Ducati 998R, Mac Ingram M10, miscellaneous equipment.

YAKUZA

Fast Hero 2 / Strong Hero 1 / Yakuza 1: CR 4; HD 4d8; hp 21; MD 10; AP 2; Init +3 (+3 Dex); Spd 30’; Defense 19, Touch 19, Flat-footed 16 (+6 class, +3 Dex); BAB +2; Atk +4 melee (2d6+4/19-20 katana) or +5 ranged (2d6 TEC-9); SQ Evasion, Kuroi Kiri; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Loyalty (Oyabun); Wealth +5; SV Fort +1, Ref +7, Will +0; Rep +1; Str 14, Dex 17, Con 10, Int 14, Wis 14, Cha 12.

Occupation: Criminal (Knowledge (streetwise), Move Silently / Personal Firearms Proficiency).

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Calico Liberty 100

Damage: 2d6
Critical: 20
Damage type: ballistic
Range increment: 50'
Rate of fire: S, A
Magazine: 100 box
Size: large
Weight: 7
Purchase DC: 19
Restriction: Res (+2)

Howa M-1500

Damage: 2d10
Critical: 20
Damage type: ballistic
Range increment: 100'
Rate of fire: single
Magazine: 4 int
Size: large
Weight: 7
Purchase DC: 20
Restriction: Lic (+1)

Beretta Model 9000S

Damage: 2d6
Critical: 20
Damage type: ballistic
Range increment: 30'
Rate of fire: S
Magazine: 12 box
Size: small
Weight: 2 lb
Purchase DC: 15
Restriction: Lic (+1)

Skills: Balance +8, Bluff +2, Climb +4, Diplomacy +2, Drive +12, Gather Information +2, Hide +8, Intimidate +6, Knowledge (current events) +8, Knowledge (popular culture) +8, Knowledge (streetwise) +10, Move Silently +9, Pilot +5, Sense Motive +1

Feat: Archaic Weapons (Samurai), Combat Expertise, Devotion, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Expert

Talents (Fast Hero): Evasion.

Talents (Strong Hero): Melee Smash.

Talents (Yakuza): Kuroi Kiri.

Possessions: Ducati 998R, katana, TEC-9, miscellaneous equipment

TEPPODAMA

Strong Hero 3 / Yakuza 3: CR 6; HD 6d8 + 12; hp 42; MD 14; AP 3; Init +2 (+2 Dex); Spd 30'; Defense 16, Touch 16, Flat-footed 14 (+4 class, +2 Dex); BAB +5; Atk +9 melee (2d6+6/19-20 katana), or +10 melee (1d8+5/19-20 unarmed non-lethal), or +10 melee (1d4+5/19-20 unarmed lethal), or +7 ranged (2d8 Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Loyalty (Oyabun); Wealth +8; SV Fort +5, Ref +6, Will +2; AP 3; Rep +1; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Athlete (Climb, Jump / Brawl).

Skills: Climb +10, Intimidate +6, Jump +10, Knowledge (streetwise) +10, Knowledge (tactics) +7, Listen +5, Sense Motive +1, Spot +4.

Feat: Archaic Weapons (Samurai), Brawl, Devotion, Improved Brawl, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (katana).

Talents (Strong Hero): Improved Melee Smash, Melee Smash.

Talents (Yakuza): Kuroi Kiri, Teppodama.

Possessions: Desert Eagle, katana, miscellaneous possessions.

FUKU-HONBUCHO

Fast Hero 5 / Yakuza 7: CR 12; HD 12d8; hp 57; MD 11; AP 6; Init +4 (+4 Dex); Spd 45'; Defense 23, Touch 23, Flat-footed 20 (+10 class, +3 Dex); BAB +8; Atk +11 melee (1d4+1 unarmed punch or kick), or +9 melee (2d6+1/19-20

katana), or +12 ranged (2d6 Calico Liberty 100), or +11 ranged (2d10 Howa M-1500); Full Atk +11/+6 melee (1d4+1 unarmed punch or kick), or +9/+4 melee (2d6+1/19-20 katana), or +12/+7 ranged (2d6 Calico Liberty 100), or +11/+6 ranged (2d10 Howa M-1500); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Loyalty (Oyabun); Wealth 12; SV Fort +3, Ref +11, Will +4; AP 6; Rep +4; Str 12, Dex 16, Con 10, Int 14, Wis 13, Cha 12.

Occupation: Adventurer (Drive, Spot / Personal Firearms

Proficiency).

Skills: Bluff +5, Concentration +16, Craft (mechanical) +10, Diplomacy +5, Drive +19, Hide +11, Gather Information +12, Intimidate +12, Knowledge (streetwise) +17, Move Silently +11, Sense Motive +12, Spot +17.

Feat: Advanced Firearms Proficiency, Archaic Weapons (Samurai), Burst Fire, Combat Martial Arts, Devotion, Double Tap, Drive-By Attack, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Weapon Focus (Calico Liberty 100).

Talents (Fast Hero): Advanced Increased Speed, Improved Increased Speed, Increased Speed.

Talents (Yakuza): Contraband, Fuku-Honbucho, Kuroi kiri, Teppodama.

Martial Arts Styles: Gun Fu

Possessions: Calico Liberty 100, Ducati 998R, Howa M-1500, katana, miscellaneous equipment

SHOGU

Smart Hero 4 / Weapon Master 3 / Yakuza 9: CR 16; HD 4d6 + 12d8; hp 120; MD 10; AP 8; Init +4 (+8 when using a katana) (+4 Dex); Spd 30'; Defense 23, Touch 23, Flat-footed 19 (+9 class, +4 Dex); BAB +10; Atk +17 melee (2d10+6/18-20, katana slash), or +17 melee (2d8+6+4d6/18-20, improved Iaijutsu strike*), or +14 ranged (2d6 Beretta Model 9000S); Full Atk +17/+12 melee (2d10+6/18-20, katana slash), or +17/+12 melee (2d8+6+4d6/18-20, improved Iaijutsu strike*), or +14/+9 ranged (2d6 Beretta Model 9000S); FS 5 ft. by 5 ft.; Reach 5 ft.; AL loyalty (Yakuza); Wealth 19; SV Fort +7, Ref +10, Will +6; AP 8; Rep +5; Str 14, Dex 18, Con 10, Int 16, Wis 12, Cha 12

Skills: Bluff +15, Craft (writing) +10, Decipher Script +10, Diplomacy +21, Gather Information +15, Intimidate +25, Knowledge (art) +10, Knowledge (business) +29, Knowledge (popular culture) +10, Knowledge (streetwise) +21, Knowledge (tactics) +10, Profession +8, Listen +8, Read/Write Language (Cantonese, English, Hindi, Japanese, Korean, Mandarin, Russian, Spanish), Sense Motive +18, Speak Language (Cantonese, English, Hindi, Japanese, Korean, Mandarin, Russian, Spanish), Spot +4.

Occupation: Entrepreneur (Diplomacy, Knowledge (business));

CHAPTER 3: MARTIAL ARTS CAMPAIGNS

Feat: Advanced Combat Martial Arts, Combat Martial Arts, Devotion, Educated (Knowledge (business, streetwise)), Exotic Weapon Proficiency (katana), Improved Combat Martial Arts, Information Network, Quick Draw, Simple Weapons Proficiency, Weapon Focus (katana)

Talents (Smart Hero): Exploit Weakness, Savant (Knowledge (business)).

Talents (Weapon Master): Weapon specialization (katana), Weapon Mastery 1, Weapon Mastery 2.

Talents (Yakuza): Contraband, Fuku-Honbucho, Kuroi kiri, Oyabun, Teppodama.

Martial Arts Styles: Kenjutsu

Martial Arts Maneuvers: Iaijutsu (katana), Iaijutsu Strike, Improved Iaijutsu Strike, Slash.

Improved Iaijutsu Strike: +8 Initiative (+4 Dexterity, +4 Iaijutsu) +7 to hit (+4 Dexterity, +1 Weapon Focus, +1 Mastercraft Katana, +1 Weapon Mastery) 2d8+6 damage (+3 Strength, +1 Mastery, +2 Specialization, die increase Kenjutsu) +4d6 damage vs. opponent flat-footed at start of combat.

Slash: +7 to hit (+4 Dexterity, +1 Weapon Focus, +1 Mastercraft Katana, +1 Weapon Mastery) 2d10+6 damage (+3 Strength, +1 Mastery, +2 Specialization, die increase Slash, die increase Kenjutsu).

Martial Arts Masteries: Weapon Mastery 1, Weapon Mastery 2.

Possessions: Beretta Model 9000S, mastercraft katana, miscellaneous equipment.

CINEMATIC CAMPAIGN MODEL: FAVORED SON

Ariyoshi Arinori grew up on the mean streets of Hong Kong. Gang violence caused his family to send him to live in the United States as a boy and now that boy is a man. A man with a destiny. Arinori has become a citizen and been elected Mayor of a major west coast city on a platform of closer ties to the east and eliminating the corruption and crime in the city's ports.

However, Arinori's family has a secret tie to an ancient Ninja clan and that clan has made it clear they expect all anti-corruption agendas to exclude them, allowing a virtual monopoly of illicit trade between east and west.

When it becomes clear that Arinori is not a man to be bought or intimidated, an elite team of legendary assassins is dispatched. A team not only assigned to kill Arinori but to make it clear to all Japanese-Americans that they cannot move far enough away to escape the obligations of their heritage.

ASSAULT NINJA

Strong Hero 3 / Ninja 3: CR 6; HD 3d6 + 3d8 + 6; hp 33; MD 12; AP 3; Init +1 (+1 Dex); Spd 30'; Defense 15, Touch 15, Flat-footed 14 (+4 class, +1 Dex); BAB +4; Atk +7 melee (1d4+9 unarmed with tonfa) or +7 melee (1d4+7, snap kick) or +5 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ninja clan; Wealth +5; SV Fort +3, Ref +6, Will +2; AP 3; Rep +1; Str 17, Dex 12, Con 12, Int 14, Wis 10, Cha

10.

Occupation: Blue Collar (Climb, Intimidate, Repair).

Skills: Bluff +3, Climb +13, Disguise +3, Hide +13, Intimidate +9, Knowledge (tactics) +11, Listen +2, Move Silently +13, Repair +6.

Feat: Archaic Weapons (Japanese), Combat Martial Arts, Simple Weapons Proficiency, Shadow.

Talents (Strong Hero): Improved Melee Smash, Melee Smash.

Talents (Ninja): Shichi-ho-de, Silent kill +1d6, Shinobi-jutsu.

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Snap Kick.

Snap Kick: +3 to hit (+2 Maneuver, +1 Dexterity) 1d4+7 damage (+3 Strength, +2 Improved Melee Smash, +2 Ashiko)

Possessions: Ashiko, tonfa, shuriken, miscellaneous equipment.

INFILTRATION NINJA

Fast Hero 3 / Ninja 3: CR 6; HD 3d6 + 3d8; hp 27; MD 10; AP 3; Init +3 (+3 Dex); Spd 30'; Defense 19, Touch 19, Flat-footed 19 (+6 class, +3 Dex); BAB +4; Full Atk +8 melee (1d3+2 kick), or +7 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL ninja clan; SV Fort +2, Ref +8, Will +3; AP 3; Rep +1; Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 12

Occupation: Criminal (Hide, Move Silently / Brawl).

Skills: Balance +12, Climb +3, Escape Artist +12, Hide +16, Move Silently +16, Sleight of Hand +12, Tumble +12

Feat: Archaic Weapons (Japanese), Brawl, Defensive Martial Arts, Simple Weapons Proficiency, Shadow

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Talents (Ninja): Shichi-ho-de, Silent kill +1d6, Shinobi-jutsu.

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Dodge Roll.

Possessions: Ashiko, shuriken, miscellaneous equipment.

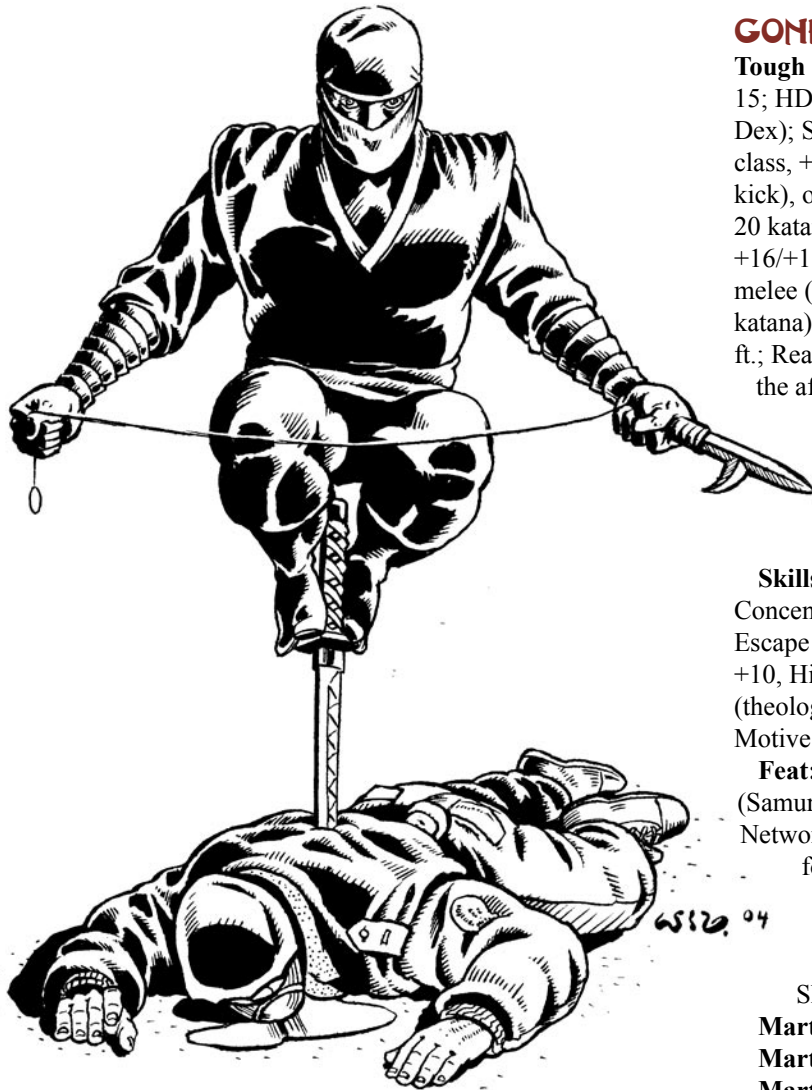
CHUNIN

Fast Hero 5 / Ninja 7: CR 12; HD 7d6 + 5d8; hp 50; MD 11; AP 6; Init +4 (+4 Dex); Spd 30'; Defense 24, Touch 24, Flat-footed 24 (+10 class, +4 Dex); BAB +8; Atk +13 melee (1d6+3 circle kick), or +12 melee (2d6+1/19-20 katana), or +12 ranged (1d4 shuriken); Full Atk +13/+8 melee (1d6+3 circle kick), or +12/+7 melee (2d6+1/19-20 katana), or +12/+7 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL ninja clan; Wealth +12; SV Fort +3, Ref +12, Will +3; AP 6; Rep +2; Str 12, Dex 18, Con 11, Int 14, Wis 10, Cha 12.

Occupation: Criminal (Hide, Move Silently / Brawl).

Skills: Balance +19, Bluff +8, Climb +3 (+10 when escaping), Disguise +8, Escape Artist +4 (+11 when escaping), Hide +27, Gather Information +8, Knowledge (current events) +6, Knowledge (streetwise) +6, Listen +7, Move Silently +27, Read/Write Language (English, Japanese, Korean, Mandarin, Russian), Sense Motive +7, Sleight of Hand +12, Speak Language (English, Japanese,

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GONKURO YOKOYAMA

Tough Hero 3 / Contemplative Master 3 / Ninja 9: CR 15; HD 12d6 + 3d10 + 15; hp 78; MD 12; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 23, Touch 23, Flat-footed 20 (+10 class, +3 Dex); BAB +11; Atk +16 melee (1d6+4, non-lethal kick), or +16 melee (1d4+4, lethal kick), or +13 (2d6+3/19-20 katana), or +14 ranged (1d4 shuriken); Full Atk +16/+11/+6 melee (1d6+4, non-lethal kick), or +16/+11/+6 melee (1d4+4, lethal kick), or +13/+8/+3 (2d6+3/19-20 katana), or +14/+9/+4 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL White Lotus ninja clan, aiding others into the afterlife; Wealth 18; SV Fort +9, Ref +11, Will +6; AP 7; Rep +4; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

Occupation: Religious (Decipher Script, Knowledge (arcane lore), Knowledge (theology and philosophy)).

Skills: Bluff +10, Climb +2 (+11 when escaping), Concentration +19, Decipher Script +17, Disguise +10, Escape Artist +3 (+12 when escaping), Gather Information +10, Hide +34, Knowledge (arcane lore) +17, Knowledge (theology and philosophy) +21, Move Silently +34, Sense Motive +4, Swim +2 (+11 when escaping).

Feat: Archaic Weapons (Japanese), Archaic Weapons (Samurai), Brawl, Combat Martial Arts, Information Network, Simple Weapons Proficiency, Stealthy, Zen, Zen focus.

Talents (Tough Hero): Remain Conscious, Second Wind.

Talents (Ninja): Shichi-ho-de, Silent kill +4d6, Shinobi-jutsu, Goton-no-jutsu, Chunin, Jonin.

Martial Arts Style: Ninjutsu.

Martial Arts Maneuvers: Shadow.

Martial Arts Mastery: Accurate Kick 1, Shadow Mastery 1.

Possessions: ashiko, katana, shuriken, tonfa, miscellaneous equipment.

Background: Gonkuro is the son of a devout, well-to-do merchant. Gonkuro spent much of his youth at both Shinto and Buddhist temples in contemplation. He disturbed several of the priests and monks though, as he thought that, with all the suffering there is in the world, aiding others on the way to paradise would be a boon to them. Ostracized by both his friends and family when he committed, in his eyes, a mercy killing of an elderly neighbor lady, Gonkuro took to the streets. Word of his deed and philosophy reached the White Lotus ninja clan, and they sought him out and took him in. He has been with the White Lotus ever since, and has now become the head of the clan in his own right. When he is not actively aiding others on to the afterlife, he spends his time poring over ancient tomes and in meditation.

Korean, Mandarin, Russian), Spot +7, Swim +1 (+8 when escaping), Tumble +12

Feat: Archaic Weapons (Japanese), Archaic Weapons (Samurai), Brawl, Combat Martial Arts, Defensive Martial Arts, Simple Weapons Proficiency, Shadow, Weapon Finesse (katana)

Talents (Fast Hero): Evasion, Uncanny Dodge 1, Uncanny Dodge 2.

Talents (Ninja): Shichi-ho-de, Silent kill +3d6, Shinobi-jutsu, Goton-no-jutsu, Chunin.

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Circle Kick

Circle Kick: +5 to hit (+4 Dexterity, +1 Competence), 1d6+3 damage (+1 Strength, +2 Ashiko, die increase Maneuver).

Possessions: Ashiko, katana, shuriken, tonfa, miscellaneous equipment

CHAPTER 3: MARTIAL ARTS CAMPAIGNS

FANTASTIC

The fantastic martial arts campaign is equal part martial arts and superheroics. However, unlike a true superhero genre where characters might be empowered from a variety of sources the fantastic martial arts campaign assumes that extreme mastery of the mysterious Eastern arts is enough to raise the heroes and villains of the tales above their peers.

New Rules: The main new rule needed for the fantastic martial arts campaign is power points and powers. Following are a very basic selection of abilities derived from the Blood and Vigilance rules set. Game Masters wishing to run a full-blown fantastic campaign will find more information in that volume. However, for those who already possess BNV a new origin and two new powers are presented.

MYSTIC ENCOUNTER

Your character has had a brush with the supernatural, granting him powers and abilities far beyond those of mortal men. Some characters will see this power as an opportunity to dominate their fellow man. Heroes will attempt to use their powers to protect those weaker than them.

Enhanced Abilities: +2 to one ability of your choice

Power Points: 12 at first level, 3 per level thereafter

Superhuman Strength: Each power point spent on this power raises your Strength by one point.

Superhuman Dexterity: Each power point spent on this power raises your Dexterity by one point.

Superhuman Constitution: Each power point spent on this power raises your Constitution by one point.

Superhuman Intelligence: Each power point spent on this power raises your Intelligence by one point.

Superhuman Wisdom: Each power point spent on this power raises your Dexterity by one point.

Superhuman Charisma: Each power point spent on this power raises your Charisma by one point.

Ki Prowess: Each power point spent on this power allows you to use your Ki one additional time each day.

FANTASTIC CAMPAIGN MODEL: TOTEM WAR

You and your employer, billionaire industrialist Ronald Merrick were attempting a climb no one had ever completed before, a mountain the Tibetan natives called the "Wild Fortress". As you neared the top of the mountain you began to encounter strange, incredibly ancient architecture and your native guides turned and fled. Still you pressed on, blinded by visions of glory and a new archeological discovery added to your impossible climb.

Finally, as the last of your strength faded away you reached the top, only you were not alone. Impossibly, the mountaintop contained a monastery inhabited by a lone monk. He seemed to expect you and escorted you inside. He explained that he was the last of an ancient order of monks who had awakened the abilities of animal totems deep inside them. You would carry on the ancient legacy of the Totem Warriors.

Suddenly a totem is awakened in each party member (including Merrick). Each player randomly determines a totem animal (one represented by an animal style). As soon as that player gains one level in the totem warrior class for that animal style the player gains the Mystic Encounter origin and power points equal to what a character of his level should possess (12 plus 3 per level). Each animal totem grants the player one superhuman attribute power as a class power (all other superhuman abilities are cross-class powers). In addition each player gains either the martial arts prowess or Ki prowess powers as class powers (player's choice depending on whether he feels his character would concentrate on the mystical or the physical side of the martial arts).

D20 Roll	Animal Totem	Superhuman Ability
1	Bear	Strength
2	Boar	Strength
3	Bull	Strength
4	Cat	Dexterity
5	Deer	Dexterity
6	Dragon	Strength
7	Eagle	Dexterity
8	Horse	Dexterity
9	Leopard	Dexterity
10	Monkey	Charisma
11	Panther	Strength
12	Praying Mantis	Dexterity
13	Python	Strength
14	Rooster	Dexterity
15	Scorpion	Dexterity
16	Tiger	Strength
17	White Crane	Dexterity
18	Roll Twice*	Varies
19	Roll Twice **	Varies (any two)
20	Roll Three times***	Varies (any three)

*Roll twice choosing between the two styles determined. If the same style is rolled twice disregard and treat as a roll 17 or less.

** Roll twice keeping both rolls. If the same style is rolled twice disregard and treat as a roll 17 or less.

*** Roll three times keeping all three rolls. If the same style is rolled multiple times disregard and treat as a roll 17 or less.



APPENDIX I: USING BLOOD AND FISTS WITH BLOOD AND VIGILANCE

As those who have Blood and Fists I know, I have a great fondness for martial arts comics. In fact it's one of my favorite genres of superheroics sadly neglected in comics today. For those wishing to integrate Blood and Fists with the d20 Modern powers system found in Blood and Vigilance, some guidance was given in the main BNV book (specifically class powers for the BNF I classes). To further enhance your martial arts superhero campaigns, class powers for all the new classes in BNF II as well as full BNV write-ups for the new powers and Origin found in the Totem War campaign model are presented below.

Note: For game masters using BNV with the Totem Warrior campaign model, where the information presented here conflicts with that found in the campaign model, the information here takes precedence as it is more complete.

BNF II CLASSES

Ninja: Control Light, Danger Sense, Deflection, Desolidification, Enhanced Senses, Invisibility, Superhuman Dexterity and Superhuman Charisma

Totem Warrior: Animal Empathy, Beast Form, Claws, Danger Sense, Deflection, Enhanced Senses, Superhuman Wisdom and one superhuman ability determined by animal type (see the Totem War campaign model for this table).

Weapon Master: Armor, Aura, Damage Touch, Danger Sense, Deflection, Photographic Reflexes, Superhuman Strength and Superhuman Dexterity

Yakuza: Damage Touch, Danger Sense, Deflection, Enhanced Senses, Ensnaring Attack, Invisibility, Superhuman Dexterity and Superhuman Charisma

Sensei: Claws, Danger Sense, Deflection, Enhanced Senses, Ki Prowess, Regeneration, Superhuman Dexterity, Superhuman Charisma

Warrior Monk: Damage Touch, Danger Sense, Deflection, Enhanced Senses, Ki Prowess, Regeneration, Super Leap, Superhuman Dexterity and Superhuman Constitution

Zen Master: Animal Empathy, Blast (Psychic), Danger Sense, Enhanced Senses, Ki Prowess, Precognition, Superhuman Intelligence, Superhuman Wisdom

KI PROWESS (NEW POWER)

You have learned to harness your inner spirit.

Ki Prowess (Permanent; Free; Personal; General):

Each two power points spent on this power allows you to use your Ki one additional time per day.

General Stunts: Your wisdom ability modifier is increased by one each time you take this stunt. This modifier only applies to Ki related uses of your wisdom modifier.

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Martial Arts of Renaissance Europe, Dr. Sydney Anglo

Secrets of the Samurai, Oscar Ratti and Adele Westbrook

FEAT TABLES

GENERAL FEAT

Feat Name	Prerequisites	Effect
Acupressure	Treat Injury 5 ranks, Pressure Points 5 ranks	Gain an extra die when healing or inflicting pressure point damage
Analytical Combat	Int 13+, Knowledge (tactics) 5 ranks	Competence bonus to defense equal to your Int. modifier
Anatomical Expert		+2 bonus to Treat Injury and Pressure Point skill checks
Brute	Str 13+, Intimidate 5 ranks	Competence bonus to defense equal to your Str. modifier
Death Wish	1 st allegiance must be to danger	Bonuses to attack and damage when your hit points are reduced below 50% and 25%
Devotion	1 st allegiance must be to loyalty	+2 morale bonus to attack and damage rolls when object of your devotion is in danger
Footwork	Balance 3 ranks	Balance checks for footwork are a free action
High Pain Threshold	Con 13+, Concentration 5 ranks	Competence bonus to defense equal to your Con. modifier
Information Network	Leadership	Bonuses to Gather Information and Spot skill checks based on followers keeping tabs on things
Leadership	6 th level	You attract companions and followers
Pacifist	1 st allegiance must be to self defense	+2 morale bonus to attack and opposed attack rolls when using block, disarm, grapple or trip maneuvers, or inflicting non-lethal damage; -2 morale penalty to attack rolls when performing offensive maneuvers
Perfectionist	1 st allegiance must be to enlightenment	Any time you successfully confirm a critical hit you gain a +2 morale bonus to attack and damage rolls for the rest of the encounter
Street Samurai	1 st allegiance must be to honor	+2 morale bonus to attack and damage rolls for the remainder of the encounter
Tai-Chi	Meditation, Concentration 5 ranks, Escape Artist 5 ranks	+2 bonus to Concentration and Escape Artist skill checks; permanent +1 bonus to Dex, Con, or Wis
Teamwork – Specific Team	Allegiance (Loyalty – Specific Group)	Two or more characters with Teamwork for the same team gain +2 to attack and skill checks, can communicate with hand signals
Thrill Seeker	1 st allegiance must be to excitement	+2 bonus to attack and damage rolls during any encounter rated 3 or more levels above average party level
Weapon Proficiency – Cloak	BAB 1+	You may use your cloak in combat for attempts to blind, trip, grapple, or parry
Zen Focus	Concentration 5 ranks, Zen, BAB 5+	Succeed at DC 20 Concentration check to gain +2 bonus on next melee attack or damage roll; automatically confirms a crit threat

FEAT TABLES

MARTIAL ARTS STYLES

Style Name	Prerequisites	Effect
Animal – Imitating Chuan Fa	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Concentration become permanent class skills
Banshay	Archaic Weapon Proficiency	Damage with sword, spear or staff (chosen at the same time as the feat) increased to next larger die; do not provoke attacks of opportunity from disarm attempts with chosen weapon; Balance, Concentration, Sense Motive become permanent class skills
Bear	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple attacks; Balance, Concentration, Escape Artist, Intimidate become permanent class skills
Brazilian Jiu Jitsu	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with kicking attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist, Intimidate become permanent class skills
Bull	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with head and punching attacks; do not provoke attacks of opportunity from grapple attacks; Balance, Intimidate, Sense Motive become permanent class skills
Burmese Bando	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and head attacks; Balance, Intimidate, Jump become permanent class skills
Burmese Boxing	Brawl or Combat Martial Arts	Proficient in, and considered armed with head and punching attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist, Intimidate, Perform (dance) become permanent class skills
Chi Kung	Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Concentration, Pressure Points, Treat Injury become permanent class skills
Deer	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with head and kicking attacks; Concentration, Listen, Spot become permanent class skills
Eastern Wrestling	Brawl, Defensive Martial Arts or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist, Pressure Points become permanent class skills
Fencing – French	Archaic Weapon Proficiency	Do not provoke attacks of opportunity from disarm attempts; Feint as a move action while using rapier if off hand is free; Balance, Bluff, Tumble become permanent class skills
Fencing - Italian	Archaic Weapon Proficiency	Rapier damage increased to 1d8; two weapon fighting penalties reduced by 2 when using rapier and dagger or cloak (if proficient with cloak); do not provoke attacks of opportunity from grapple attacks; Balance, Escape Artist, Intimidate become permanent class skills
Fencing - Spanish	Archaic Weapon Proficiency	+2 bonus to disarm and block opposed attack rolls with rapier; do not provoke attacks of opportunity from disarm attempts; Balance, Concentration, Sense Motive become permanent class skills
Greco Roman Wrestling	Brawl, Combat Martial Arts or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist, Pressure Points, Sense Motive, Tumble become permanent class skills
Goju-Ryu Karate	Combat Martial Arts, Defensive Martial Arts or Improved Trip	Proficient in, and considered armed with kicking attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Concentration, Escape Artist become permanent class skills
Gun Fu	Personal Firearms Proficiency	Proficient in, and considered armed with punching and kicking attacks; may use Zen Focus feat to modify firearms ranged attacks; Concentration, Spot become permanent class skills
Horse	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration, Sense Motive become permanent class skills
Hsing-I Kung Fu	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; add Wis. modifier to initiative for unarmed attacks; Sense Motive becomes permanent class skill
Hung Gar	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance becomes permanent class skill
Hwa Rang Do	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Pressure Points, Treat Injury become permanent class skills
Kajukenbo	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Bluff, Intimidate become permanent class skills

FEAT TABLES

Kenpo	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Jump, Tumble become permanent class skills
Knife Fighting	Weapon Focus (knife)	Knife damage increases to next larger die; may feint as move action; Bluff, Knowledge (streetwise), Repair become permanent class skills
Krav Maga	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple or disarm attacks; Balance, Escape Artist, Sense Motive become permanent class skills
Kuk Sool Won	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Concentration, Jump, Tumble become permanent class skills
Kyokushin Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration become permanent class skills
Lucha Libre	Brawl, Combat Martial Arts, or Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Concentration, Disguise, Tumble become permanent class skills
Pa-Kua	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; +2 bonus to blocking attack rolls; Balance becomes permanent class skill
Pancration	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist become permanent class skills
Pole Arm Fighting	Exotic Weapon Proficiency (any pole arm)	Pole arm damage increased to next larger die; do not provoke attacks of opportunity from trip attacks with pole arm; +2 bonus to Balance check to increase range with pole arm; Balance, Intimidate, Sense Motive become permanent class skills
Professional Wrestling	Brawl, Combat Martial Arts, or Defensive Martial Arts	Proficient in, and considered armed with head, punching and kicking attacks; do not provoke attacks of opportunity from grapple attacks; Intimidate, Perform (stunt fighting) become permanent class skills
Rooster	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and head attacks; Balance, Concentration, Pressure Points become permanent class skills
Shito-Ryu Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Concentration, Intimidate, Jump, Tumble become permanent class skills
Shotokan Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration, Intimidate become permanent class skills
Staff Fighting	Weapon Focus (staff)	Do not provoke attacks of opportunity from trip attacks; +2 bonus to blocking attack rolls when using a staff; Balance, Concentration, Sense Motive become permanent class skills
Stick Fighting	Weapon Focus (Jo Staff)	Gain virtual feat of two weapon fighting when using jo staves, sticks, or clubs; Balance, Concentration, Pressure Points, Sense Motive become permanent class skills
Tai-Chi Chuan	Defensive Martial Arts, Improved Disarm or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Concentration, Escape Artist become permanent class skills
Taiho-Jutsu	Combat Martial Arts, Defensive Martial Arts or Improved Disarm	Do not provoke attacks of opportunity from grapple or disarm attempts; proficient with tonfa and jutte; Diplomacy, Escape Artist, Intimidate, Sense Motive become permanent class skills
Wado-Ryu Karate	Combat Martial Arts or Defensive Martial Arts or Improved Trip	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist become permanent class skills
Ying Jow	Combat Martial Arts or Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Pressure Points, Treat Injury become permanent class skills

FEAT TABLES

MARTIAL ARTS MANEUVERS

Maneuver Name	Prerequisites	Effect
Body Slam	Str 13+ and one of the following: Lua, ROSS, School of Hard Knocks, Sumo Wrestling, Brazilian Jiu Jitsu, Goju Ryu Karate, Mexican Masked Wrestling, Professional Wrestling and Wrestling	Throw damage increased to 3 rd larger +1.5 times Str. modifier die after successful trip attack
Clothesline	One of the following: Boar, Bull, ROSS, Professional Wrestling and School of Hard Knocks	Used in conjunction with charge attack, target makes Reflex save or knocked prone; defensively used when attacker is allowed attack of opportunity due to movement, target makes Reflex save or knocked prone
Flying Tackle	One of the following: Boar, Lua, Professional Wrestling, ROSS, School of Hard Knocks, and Wrestling	Perform a punch attack at the end of a charge, target makes Reflex save or knocked prone; character performing maneuver is prone after the attack
Full Nelson	Half Nelson, BAB 3+	Grapple damage increased to second larger die; only Escape Artist skill allows escape from this maneuver
Groin Kick	One of the following: Capoeira, Drunken Master, Hapkido, Hsing-i, Hwa Rang Do, Jujutsu, Karate, Kenpo, Kung Fu, Pa-kua, ROSS, Savate, School of Hard Knocks, TaeKwonDo, Thai Kickboxing, and White Crane	Increases kick damage to next larger die; chance of stunning target
Half Nelson	One of the following: Aikido, Brazilian Jiu Jitsu, Jujutsu, Lua, Python, Sumo Wrestling, Taiho-jutsu and Wrestling	On successful half nelson attack, grappler inflicts normal grapple damage or performs Full Nelson, Kidney Punch, or Leg Sweep as an attack of opportunity if grappler knows these maneuvers
Joint Lock	One of the following: Aikido, Brazilian Jiu Jitsu, Jujutsu, Lua, Python, Sumo Wrestling and Wrestling	All damage inflicted by a successful grapple is increased to the second larger die +1.5 times Str. modifier
Lunge	Thrust, BAB +3, and one of the following: Fencing (all variants), Spear Fighting, Staff Fighting	Thrust damage increased to next larger die
Lunge Punch	Karate, Jab, BAB 3+	Jab damage increased to next larger die
Palm Strike	One of the following: Karate, Kung Fu, Praying Mantis, Shao-Lin Kung Fu	+1 bonus to hit with punch attack; punch attack deals punch damage +1.5 times Str. modifier
Repelling Touch	One of the following: Aikido, Kung Fu, Pentjak Silat, Shao-Lin Kung Fu, T'ai-chi Kung Fu	Chance to knock back opponent
Slash	Any slashing weapon style	Weapon damage increased to next larger die
Sticking Touch	One of the following: Aikido, Cobra, Kung Fu, Pentjak Silat, Praying Mantis, Shao-Lin Kung Fu, T'ai-chi Kung Fu	+2 bonus to attack rolls, +4 bonus to Sense Motive checks to predict attacks upon successful Sticking Touch attack
Tendon Lock	Joint Lock, Pressure Points 5 ranks	Make Pressure Points check as free action while grappling and add pressure point damage to grapple damage

SIGNATURE MANEUVERS

Maneuver Name	Prerequisites	Effect
Bear Stance	Bear	+2 bonus to hook or grapple attack rolls
Bow and Arrow	Kung Fu	+2 bonus to hit with punch attacks
Crane's Beaks	White Crane, Nerve Strike	+2 bonus to hit on all pressure point attack and skill rolls; pressure point damage increased by +1d6
Double Claw	Tiger, Tiger Claw	+2 bonus on all block, disarm, grapple attack and opposed rolls
Dragon Stance	Dragon	+2 bonus to damage on Lunge Punch attacks
Extended Dragon	Dragon, Dragon Stance, Balance 5 ranks	If a punch attack is executed from this stance in the first round of combat the practitioner gains a +4 Initiative bonus cumulative with any other bonus the attacker receives; attacker may spend an action point to render one Lunge Punch attack unblockable; attacker may also spend an action point to render his opponent flat-footed against next Leg Sweep attack
Lai Kai	Burmese Boxing, Perform (dance) 5 ranks, BAB +3	If you perform this maneuver for one minute (10 rounds) and then successfully make a Perform (dance) skill check (DC 20) you gain a +2 morale bonus to initiative and attack rolls for the next minute (10 rounds)
Landing Crane	White Crane	+2 bonus to hit with kick attacks
Riding Horse	Horse, Balance 5 ranks	+4 bonus on all Balance checks; may make Balance checks to avoid trip attacks as a move action
Snake	Cobra	+1 to hit or dodge bonus to defense against melee attacks every round this stance is maintained; +2 bonus to Fort saves vs Body Blow, Groin Kick, Heart Punch
Sword Dance	Dex 13+, Bانشay, Weapon Focus (machete), Two Weapon Fighting, BAB +6	+2 cover bonus to defense; +2 bonus to hit opposed blocking attack rolls; melee opponents are subject to attacks of opportunity
Wing Punch	White Crane, Jab	+2 bonus to damage on jab attacks; character can not be flanked

LEGENDARY MANEUVERS

Maneuver Name	Prerequisites	Effect
Breath of Laughter	Ki, Inner Strength, Inner Power, Repelling Touch	Successful Repelling Touch attack plus one action point sends opponent back a number of feet equal to 10 times Wis. modifier; usable with One Finger at range
No-Shadow Kick	Ki, Inner Strength, Inner Power, Snap Kick	Snap kick attacks may not be blocked; spend one action point to make opponent flat footed against your attacks for the next round

KI FEATS

Feat Name	Prerequisites	Effect
Chyel Ki	Ki, Inner Strength, Inner Peace, Concentration 5 ranks	Gain DR equal to Wis. modifier for a number of rounds equal to Concentration skill
Jung Ki	Ki, Inner Strength, Immovable, Concentration 5 ranks	May not be tripped or thrown; duration equal in rounds to Concentration skill
Ki Ryuk Sool	Ki, Inner Strength, Inner Peace, Treat Injury 8 ranks, Wis 15+	Use Ki to heal others of 1 point of damage per rank in Treat Injury
Kyung Ki	Ki, Inner Strength, Concentration 5 ranks	Add Wis. modifier to all Balance, Jump, Move Silently, Tumble skill checks; duration equal in rounds to Concentration skill
Ma Ki	Ki, Inner Strength, Inner Peace, Concentration 5 ranks, Wis 15+	Immune to pressure point damage for a number of rounds equal to Concentration skill; relieve or reduce exhaustion conditions
One Finger	Ki, Inner Strength, Repelling Touch	Use Repelling Touch maneuver at 10' range + 10 times Wis. modifier feet
Shin Ki	Ki, Inner Strength, Awareness, Concentration 5 ranks	Add Wis. modifier to Concentration, Listen, Spot checks for a number of rounds equal to your modified Concentration skill

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