

BLOOD AND FISTS

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INTRODUCTION

The men were laughing.

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

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

The men were no longer laughing.

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

The men formed a circle around her.

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

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

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

"What the fuck was that?!?"

Brianna smiled again, her sweet southern drawl mocking the man on the ground. "That's Hapkido, darlin'. Did you miss the lecture on Korean history at the museum last week?" She moved in a slow circle around him, keeping her eyes on the throng surrounding her to make sure no one wanted to join the "party."

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

Good. This might be the Hanmei after all.

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

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

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

"Jim. Bri. I'm in."

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

The *d20 Modern Roleplaying Game* handles martial arts well enough for games that focus on gunplay, driving, criminal shenanigans, getting your brain eaten by zombies, and all that other fun stuff, but in these games, combat with weapons is a preference, and a skill in unarmed combat is developed as a fallback position in case you are disarmed. Many people, however, enjoy watching movies with Bruce Lee, Jackie Chan, Jean-Claude van Damme, and others that feature a decided focus on unarmed combat. *Blood and Fists* allows you to bring these kinds of combat situations into your *d20 Modern* game. In addition to two-fisted, two-footed action scenes, *Blood and Fists* also gives you new rules for the more mystical side of the martial arts, abilities like Ki and Zen.

Blood and Fists begins with three advanced classes to round out the selection offered in the *d20 Modern Roleplaying*. Two of these, the Martial Arts Master and the Contemplative Master, are offered as alternatives to the *d20 Modern* Martial Artist advanced class. Following these classes, a section with three new skills, plus one or two new uses for existing skills, is offered.

Next is the heart of *Blood and Fists*: the new feats. *Blood and Fists* presents over one-hundred new feats to augment the martial arts rules presented in the *d20 Modern Roleplaying Game*. These feats are broken down into several categories, including: Martial Arts Styles, representing over thirty real styles to replace the generic martial arts feats in the *d20 Modern Roleplaying Game*; Martial Arts Maneuvers, representing the specialized and advanced moves learned by the dedicated martial artist; Signature Maneuvers, representing the exotic moves and stances found in some styles; and lastly, the Power of Ki, which brings Ki into the game as a new form of FX.

The next section presents new weapons and weapon rules from nations around the world, broken down culturally and geographically.

Following this, *Blood and Fists* presents a section on the Martial Arts Campaign, which presents Martial Arts Campaign Themes. A Theme is somewhat like the Campaign Models presented in the *d20 Modern Roleplaying Game*, except that Themes may come and go through the course of the campaign.

Blood and Fists concludes with the *Hanmei*, a tournament run by a mysterious Chinese businessman, a tournament where qualifying takes place in the back-alleys of California, Japan, and Hong Kong, and where the final rounds take place in the penthouse gardens of Japan's elite. GMs may enter their PCs into the *Hanmei* as an action-filled adventure to find out who is the best, or the characters may investigate the *Hanmei*'s darker secrets. The *Hanmei* section presents martial artists of every description, and the GM may use these characters as recurring allies and adversaries in the campaign even if he does not use the *Hanmei*.

CHAPTER I: CHARACTERS



CHAPTER I: CHARACTERS

This section presents three new advanced classes for *d20 Modern* games. The Bad-Ass Barroom Brawler is a wild, undisciplined fighter who relies on anger, brute strength, and dirty tricks to win his battles. The Contemplative Master explores the mystical side of the martial arts, learning the subtle yet powerful mysteries of Ki and pressure points. The Martial Arts Master is the living embodiment of his style, learning its maneuvers and mastering them to a degree few characters can match.

BAD-ASS BARROOM BRAWLER

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

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

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

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

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

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

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

Max laughed, then frowned, seeing that the biker had made him waste his last beer. Taking out his pack of unfiltered, he watched as the other toughs tried, without success, to get the biker to stand.

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

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

Max shrugged his shoulders, simultaneously dislodging the thugs.

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

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

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

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

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

REQUIREMENTS

To qualify to become a Bad-Ass Barroom Brawler, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Brawl, Streetfighting.

TABLE I-1: THE BAD-ASS BARROOM BRAWLER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Rage 1/day	+1	+0
2 nd	+2	+3	+0	+0	Bonus Feat	+1	+0
3 rd	+3	+3	+1	+1	Cheap Shot +1d6	+2	+1
4 th	+4	+4	+1	+1	Bonus Feat	+2	+1
5 th	+5	+4	+1	+1	Rage 2/day	+3	+1
6 th	+6	+5	+2	+2	Cheap Shot +2d6	+3	+2
7 th	+7	+5	+2	+2	Bonus Feat	+4	+2
8 th	+8	+6	+2	+2	Bonus Feat	+4	+2
9 th	+9	+6	+3	+3	Cheap Shot +3d6	+5	+3
10 th	+10	+7	+3	+3	Rage 3/day	+5	+3

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CLASS INFORMATION

The following information pertains to the Bad-Ass Barroom Brawler advanced class.

Hit Die: 1d12.

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

Class Skills: The Bad-Ass Barroom Brawler class skills are as follows: Bluff, Drive, Gamble, Gather Information, Intimidate, Knowledge (streetwise), Repair.

Skill Points per Level: 3 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Bad-Ass Barroom Brawler advanced class.

Rage: Bad-Ass Barroom Brawler temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC.

The Constitution bonus increases the Bad-Ass Barroom Brawler's hit points by 2 points per level, but these hit points go away at the end of the rage, at which time the Constitution score drops back to normal. While raging, a Bad-Ass Barroom Brawler cannot use skills or abilities that require patience and concentration (the only class skill he

can use while raging is Intimidate).

A fit of rage lasts for a number of rounds equal to 3 plus the character's (newly improved) Constitution modifier, but the Bad-Ass Barroom Brawler may voluntarily end the rage before that time has elapsed. At the end of the rage, the Bad-Ass Barroom Brawler is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter. The Bad-Ass Barroom Brawler can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the Bad-Ass Barroom Brawler can only do it during his action.

Bonus Feat: The Bad-Ass Barroom Brawler gains a bonus feat at 2nd, 4th, 7th, and 8th level. The feat must be selected from the following list, and the character must meet the feat's prerequisites to select it : Box Ears, Cleave, Elbow Slam, Endurance, Frightful Presence, Great Fortitude, Haymaker, Head Butt, Improved Brawl, Improved Bull Rush, Improved Damage Threshold, Improvised Weapon Proficiency, Kidney Punch, Power Attack, Simple Weapon Proficiency, Toughness.

Cheap Shot: Once per combat, the Bad-Ass Barroom Brawler can do something really nasty, dirty, underhanded, and generally in violation of barroom combat etiquette. If the attack hits, the Brawler inflicts the listed amount of bonus damage. Hit or miss, the Brawler's opponent is on his guard for the rest of the fight and will no longer be vulnerable to the attack. This attack will not work on targets that are not subject to critical hits or have no discernable anatomy.

CONTEMPLATIVE MASTER

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

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

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

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

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

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

The soldier grabbed the old man by the shoulder, intending to spin him around, but the old man reached up and grabbed his hand, in the center, with only two fingers. Suddenly the

CHAPTER 1: CHARACTERS

soldier was on his knees, writhing in agony. The old man twisted his arm behind his back, placed one foot on it, and casually pinned the large man to the ground. Penetrating gray eyes raked the crowd as the first hint of impatience entered the old man's voice.

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

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

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

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

The young handler nodded, unable to speak.

The old man turned and walked away.

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

REQUIREMENTS

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

Base Attack Bonus: +2.

Skill: Meditation 3 Ranks.

Feats: Combat Martial Arts or Defensive Martial Arts, plus any one Style feat

CLASS INFORMATION

The following information pertains to the Contemplative Master advanced class.

Hit Die: 1d6.

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

Class Skills: The Contemplative Master class skills are as follows: Bluff, Climb, Concentration, Diplomacy, Intimidate, Jump, Knowledge (Current Events, History, Popular Culture, Tactics, Theology and Philosophy), Listen, Pressure Points, Sense Motive, Swim (Note that most styles will grant the character additional class skills beyond these).

Skill Points per Level: 5 + Intelligence modifier.



CLASS FEATURES

The following features pertain to the Contemplative Master advanced class.

Mastery: At 1st, 3rd, 5th, 7th, and 9th levels, the Contemplative Master may choose a Mastery ability either from his Style list or from the Contemplative list. Level 2 Masteries may only be learned by characters of 5th level and above. Level 3 Masteries may only be learned by characters of 9th Level.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Contemplative Master may choose a bonus feat either from his Style list or from the Contemplative list. The character must meet the prerequisite for any bonus feat he takes.

TABLE 1-2: THE CONTEMPLATIVE MASTER

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

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MARTIAL ARTS MASTER

“New Contest.”

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

Stop being a Daddy’s girl.

She walked over to the man, extending her hand.

“Kimmy.”

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

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

“Begin.”

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

Right on the inside of her knee.

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

Marcel dropped down like a dancer, planting his hands on the ground and swinging both legs around to knock Kimmy’s one good leg out from under her. Before she even hit the ground, he was up and dancing around her again, smiling as she tried in vain to locate him. He loved this. Kimmy could tell. He missed it, even. Too much, perhaps.

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

Don’t cry. You cry too easily, Kimmy.

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

disapproval.

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

He’s going to kill me.

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

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

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

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

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

Can’t fly on a broken wing.

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

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

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

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

Wait. Maybe this was her rape prevention class.

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

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

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

TABLE 1-3: THE MARTIAL ARTS MASTER

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

CHAPTER 1: CHARACTERS

REQUIREMENTS

To qualify to become a Martial Arts Master, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Concentration 3 Ranks.

Feats: Combat Martial Arts or Defensive Martial Arts or Brawling, plus any one Style feat.

CLASS INFORMATION

The following information pertains to the Martial Arts Master advanced class.

Hit Die: 1d8.

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

Class Skills: The Martial Arts Master class skills are as follows: Bluff, Climb, Concentration, Intimidate, Jump, Knowledge (Current Events, History, Popular Culture, Tactics, Theology and Philosophy), Listen, Sense Motive, Swim (Note that most styles will grant the character additional class skills beyond these).

Skill Points per Level: 3 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Martial Arts Master advanced class

Mastery: At 1st, 3rd, 5th, 7th, and 9th levels, the character gets to pick an ability from the Mastery list for the Martial Arts style he is mastering. See Martial Arts Mastery for more information on Mastery abilities. Level 2 Masteries may only be learned by characters of 5th level and above. Level 3 Masteries may only be learned by characters of 9th Level.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Martial Arts Master gains a bonus feat from the Bonus Feats list for the martial arts style he is mastering. See Martial Arts Mastery for more information. The character must meet the prerequisites for any feat he takes.



SKILLS

Kimmy was staring at the ceiling.

Suddenly, she surged up.

Where was she? How did she get here?

"Stay still. You have a concussion."

"Where...?"

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

"Kimmy. Did I... owwwwwww!"

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

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

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

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

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

BALANCE

Armor Penalty

New Use – Resist Trip Attacks: You can use Balance to avoid being tripped or thrown in the same fashion as characters in the *d20 Modern Roleplaying Game* can use Escape Artist to avoid being grappled. You make a Balance skill check, opposed by your attacker's attack roll. Using Balance for this purpose is an attack action (but see the Immovable Stance feat for more information).

CHAPTER 1: CHARACTERS

CONCENTRATION New Use-

Meditation (this use of the Concentration skill may not be used untrained): Characters trained in Concentration may make a skill check (DC 20) to enter a meditative state. This can allow the character to ignore fatigue or exhaustion for one hour, after which the character must rest, or make the skill check again. Characters without the Meditation feat take a -4 to Concentration skill checks made for meditation. It takes ten minutes (100 rounds) to enter a meditative state.

New Use- Zen (this use of the Concentration skill may not be used untrained): A character trained in concentration can tap the power of his Ki, focusing on the task at hand to the exclusion of all other considerations. Rather than attempting an action defensively, a character may make a Concentration skill check (DC 20) to focus on it, gaining one of the following benefits: a +2 to his next check with that skill, take 10 in a stressful situation, or perform an action that normally takes 1 minute or less in a single round. Only one of these benefits may be applied to a skill check at a time. Characters without the Zen feat take a -4 on Concentration skill checks made for Zen.

The character always suffers an attack of opportunity for this use of the Concentrate skill, since he is ignoring all other considerations, including his personal safety, to focus on the task at hand. However, this attack will never reduce the character's ability to perform his skill check.

PRESSURE POINTS Trained Only

Check: A successful skill check (higher than the target's Defense) will add +1d6 to the damage from any unarmed or melee weapon attack. This ability may be used once per combat, unless the target of the attack is flanked, in which case it may be used at will. This ability will only inflict extra damage on a target vulnerable to critical hits or with a discernable anatomy.

Try Again?: No.

Special: You can take 10 when making a Pressure Points skill check, but you cannot take 20. Making a Pressure Points check is a move-equivalent action. This skill also includes knowledge of acupuncture and acupressure techniques. Any character with 5 or more ranks in this skill gains a +2 Synergy bonus to Treat Injury checks.

SENSE MOTIVE

New Use – Predict Attack: This use of Sense Motive may not be used untrained. By reading your opponent's body language, you can predict when and where an attack will strike and be better prepared to intercept or prevent it. On a successful skill check (you may choose either DC 10 plus your attacker's BAB or skill vs. skill against your attacker's Bluff) you gain a +2 to any Block or Disarm opposed check. If you have Improved Combat Throw, you may take a +2 bonus on an opposed Trip check through your attack of opportunity.

CHAPTER 2: MARTIAL ARTS



CHAPTER 2: MARTIAL ARTS

No one is going to believe this.

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

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

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

Again, it was hard to say.

"Hello, sweet cheeks."

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

"What are you doing here, Max?"

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

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

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

"My father is..."

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

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

This chapter presents new feats for the Martial Arts styles of the modern world. The information is broken down into the following sections: General Feats (those that didn't fit anywhere else), Martial Arts Styles (the history, basic training, and philosophy of the various types of martial arts), Martial Arts Maneuvers (the specific attack and defense maneuvers of the practitioners of the different styles), Martial Arts Signature Moves (an optional set of feats for those who want a little more variety and color in their martial arts combat), and Ki Feats (optional feats for those who wish to bring the power of the Ki, or spirit, as FX into their campaigns).



GENERAL FEATS

The feats in this section do not fit into any of the other categories presented in this chapter. Some of these feats represent a general knowledge of the martial arts. Some characters will study the strengths and weaknesses of a certain style in order to gain an advantage when fighting practitioners of that style. Other characters will immerse themselves in the history and

lore of the style they prefer, thereby gaining bonuses when using that style. In this section you will also find many new weapon feats, grouped by geographical region or specialized purpose.

ARCHAIC WEAPONS ~ CHINESE

You are proficient with the weapons of medieval China.

Effect: You are proficient with the following weapons: Check, Do, Fu, Gou, Kung Gsin, Woo Dip Do, Woo Diep Do.

ARCHAIC WEAPONS ~ INDIAN

You are proficient with the weapons of classical India. The Gatka fighting style of the Sikh warrior teaches the student to master all the weapons in this group.

Effect: You are proficient with the following weapons: Chakra, Gurj, Kaman, Katar, Tabar, and Tulwar. Information on these weapons can be found in the Martial Arts Weapons chapter.



CHAPTER 2: MARTIAL ARTS

BLOCKING ~ NEW COMBAT MANEUVER

A character may attempt to use his weapon to aid in his defense. This is called blocking. Any character that is not flat-footed may use an attack action to intercept the first melee attack made against him in a round. As with all attack actions, the character is still entitled to a move action. As soon as this action is declared the defender makes an attack roll with his weapon. The first attack made against the defender must exceed both this blocking attack roll, as well as the defender's defense score or it is treated as a miss.

Blocking multiple attacks: A defender may also attempt to parry multiple attacks made against him. This is a full-round action. As soon as this action is declared the defender makes an attack roll with his weapon. The first attack made against the defender must exceed both this blocking attack roll, as well as the defender's defense score or it is treated as a miss. Subsequent attacks made against the character subtract 5 from this roll, cumulative for each attack beyond the first, so -5 for the second attack, -10 for the third etc.

Blocking with other objects: A character carrying a shield may wish to parry with it rather than his weapon. A character blocking with a shield adds the defense bonus normally granted by the shield (including all magical defense bonuses) to his blocking attack roll, in addition to his Strength modifier.

Buckler blocking is modified by the defender's Dexterity rather than Strength.

A Tower Shield being used for cover may not be used for blocking.

Characters with the Improvised Weapons feat may use tables, chairs and other items for blocking. These items will be treated as either a light or heavy wooden shield in most cases.

Blocking and fighting defensively: If a character that is fighting defensively attempts to block, he gains a bonus to blocking attack rolls equal to the defense bonus gained.

Blocking unarmed attacks while armed: A character with a weapon gains a +2 bonus on blocking attack rolls made against unarmed attacks. If an armed character successfully blocks an unarmed attack, he may make an attack of opportunity against the attacker, even if the attacker has an appropriate martial arts feat. However, only one attack of opportunity may be made for this purpose each round, so unarmed attackers could overwhelm an armed character. Also, an unskilled attacker (one without a martial arts feat) would have already suffered an attack of opportunity, and would not be subject to another if his attack were successfully blocked.

Blocking armed attacks while unarmed: An unarmed character may not block melee weapon attacks.

Blocking unarmed attacks while unarmed: An unarmed character may only block unarmed attacks if he has an unarmed combat feat (Brawling, Combat Martial Arts, or Defensive Martial Arts). However, if both attacker and defender are untrained, then an untrained character may attempt to block.

ARCHAIC WEAPONS ~ INDONESIAN

You are proficient with the weapons of classical Indonesia.

Effect: You are proficient with the following weapons: Balisong, Karambit, Kujang, Kris, Pedang.

ARCHAIC WEAPONS ~ JAPANESE

You are proficient with the "peasant" weapons of feudal Japan. Many martial arts styles incorporate weapon maneuvers: Kobujutsu, which teaches the student to master almost all the weapons below; Kyudo, which teaches mastery of the Yumi; and Sojitsu, which teaches mastery of the Yari.

Effect: You are proficient with the following weapons: Ashiko, Bo Staff, Kama, Nunchaku, Rochin, Sai, Shuriken, Tekko, Tonfa, Yari and Yumi. Information on these weapons can be found in the Martial Arts Weapons chapter.

ARCHAIC WEAPONS ~ SAMURAI

You are proficient with the "noble" weapons of feudal Japan. Kendo teaches the student to master the Katana, Kyudo the Yumi, Naginata-do the Naginata, and Sojitsu the Yari.

Effect: You are proficient with the following weapons: Jutte, Katana, Naginata, Tanto, Wakizashi, Yari, and Yumi.

Special: Although this feat allows you to wield the Katana with no penalty to hit, you must take Exotic Weapon Proficiency in either Katana or Kendo to wield the weapon one-handed.

BANTER

You have mastered the art of "witty" (read: annoying) repartee in combat. This serves to both annoy and distract your opponents.

Prerequisite: Cha 13+, Bluff 5 ranks.

Effect: You gain a Competence bonus to your Defense against melee attacks equal to your Charisma modifier. Any circumstances which cause you to lose your Dexterity modifier to defense also causes you to lose this bonus.

CHAPTER 2: MARTIAL ARTS

IMPROVISED WEAPONS

You are a walking disaster area. Anything you touch is likely to be used in a fight.

Prerequisite: Brawl.

Effect: You may use any improvised weapon with no penalty to hit. You must still learn how to use items *designed* as weapons in the normal way.

KATA

Kata is a ritualized practice technique for the martial arts, in which moves are practiced again and again until they become instinctive.

Prerequisite: One martial arts style.

Effect: You gain a +1 to hit with Maneuvers from one martial arts style.

Special: This feat may not be applied to adaptable or weapon martial arts styles (see Martial Arts Styles for more information).

KATA LORE

You have studied the history and philosophy of a martial arts style.

Prerequisite: Kata, Knowledge (history) 1 Rank, Knowledge (philosophy) 1 Rank.

Effect: You gain a +2 bonus to your style skills (the skills granted as class skills by the Style feat for your chosen martial arts style). You may only take this feat in a Style for which you have the Style Focus feat.

Special: This feat may not be applied to adaptable or weapon martial arts styles (see Martial Arts Styles for more information).

KATA MASTERY

You are a greatly feared Master of one martial arts style.

Prerequisite: Kata Specialist.

Effect: You gain a +1 bonus to the threat range of Maneuvers from one martial arts style. You may only take this feat in a style for which you have the Style Specialist feat.

Special: This feat may not be applied to adaptable or weapon martial arts styles (see Martial Arts Styles for more information).

KATA SPECIALIST

You have spent hours practicing the Kata of a style, learning the intricacies of its movements.

Prerequisite: Kata.

Effect: You gain a +2 damage bonus with Maneuvers from one martial arts style. You may only take this feat in a Style for which you have the Style Focus feat.

Special: This feat may not be applied to adaptable or weapon martial arts styles (see Martial Arts Styles for more information).

KNOW YOUR ENEMY

By studying a certain fighting style, you are better able to combat it.

Prerequisite: Knowledge (history) 2 Ranks, Knowledge (tactics) 2 Ranks.

Effect: When you take this feat, choose a specific martial arts style. When fighting a practitioner of that style, you gain a +2 Competence bonus to attack, damage, or defense. Only one of these categories gains the bonus, but it may be changed from round to round.

KNOWLEDGE IS POWER

Prerequisite: Know Your Enemy, BAB 9+

Effect: When you take this feat, you must apply it to the same Style as the Know Your Enemy feat used as the prerequisite. When a practitioner of that style attacks you and misses, you gain an Attack of Opportunity against him.

MEDITATION

You are practiced at meditative techniques.

Prerequisite: Concentration 3 ranks

Effect: You may make Concentration checks for meditation with no penalty. You may also enter a meditative state in 1 minute.

Normal: Characters without this feat suffer a -4 on Concentration skill checks, and take 10 minutes, to enter a meditative state.

POISE

Your composure and indomitable will make you a formidable opponent.

Prerequisite: Wisdom 13+, Sense Motive 5 Ranks

Effect: You gain a Competence bonus to your Defense against melee attacks equal to your Wisdom modifier. Note that the bonuses from Banter and Poise do not stack, as they are both Competence bonuses.

Special: Poise cannot be learned by characters whose only martial arts style is a non-aesthetic style.

ZEN

You are practiced in the art of Zen.

Prerequisite: Concentration 3 ranks

Effect: You may make Concentration checks for Zen with no penalty.

Normal: Characters without this feat suffer a -4 on Concentration skill checks for Zen.

CHAPTER 2: MARTIAL ARTS



MARTIAL ARTS STYLES

“Oto... Oto...”

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

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

“You disapprove, Sensei?”

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

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

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

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

Lucky guess.

MARTIAL ARTS STYLES

The majority of the feats in this chapter are divided into two sub-groups, Styles and Maneuvers. Martial Arts Styles represent training in the basics, while Maneuvers represent the abilities of the advanced student. Before we go on to the feats themselves, a word is warranted about the way these styles were created, both to address any balance issues the GM may feel he finds below and to assist in the creation of new styles from the GM’s own experience and imagination.

THE BALANCE OF STYLES

The first thing the GM will likely notice is that the feats below grant a much wider range of abilities than those in the *d20 Modern Roleplaying Game*. Although these rules are 100% compatible with the *d20 Modern Roleplaying Game* system, and most of the feats from that book are used in these rules, the *d20 Modern* rules set was not kind to the Martial Artist. This is not a weakness in the *d20 Modern* rules, just an assumed emphasis (and a realistic one) on guns as the top dog in the modern battlefield. The feats below grant characters more “bang for the buck,” precisely to allow martial arts to have the same place in *d20 Modern* games that it has in cinema where Martial Arts plays a big role. Which is to say, a wholly unrealistic one.

CREATING NEW STYLES

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

BASIC MOVES

The first element discussed in any martial arts style is the set of moves taught to the beginning student. All martial arts damage can be lethal or non-lethal. Is the practitioner of the style considered armed with punching, kicking, elbow, knee, or head attacks? Is the student proficient in all those attacks? Does the style allow the character to make Trip, Disarm, or Grapple attacks without provoking attacks of opportunity? The answers to these questions will determine how the student of a given style fights.

TABLE 2-1: STYLE POINT COSTS

Name	Cost
Basic Moves	1 each
Considered armed while punching/proficient in punching (includes open hand and elbow)	
Considered armed while kicking/proficient in kicking (includes knee and heel kicks)	
Considered armed while making head butt attacks/proficient in head butt attacks	
No attacks of opportunity from Trip attacks	
No attacks of opportunity from Grapple attacks	
No attacks of opportunity from Disarm attacks	
Feint as a move action	
Style counts as two-weapon fighting with style weapons (these will be listed with the style; weapon styles only)	
Style Skills (the listed skills are added to the character’s class skill list)	1 each
Attack modifiers (the ability that modifies attack roles)	
Strength	0 points
Dexterity	1 point
Wisdom	1 point
Charisma	1 point
Strength or Dexterity (chosen when the style is selected)	2 points
Adaptable Style (Style may be used as a prerequisite for all Maneuver feats)	1 point
Aesthetic Style (allows use of Ki)	0 points
Non-Aesthetic Style (no Ki, cannot take levels in Contemplative Master)	-1 point

CHAPTER 2: MARTIAL ARTS

STYLE SKILLS

All Martial Arts styles grant a character new class skills. For any style that involves extensive throws, Balance and Tumble will be included among these skills. The first thing a student in these styles must learn is how to fall without injury, so that throws may be practiced safely. Many fighting styles concentrate on “psyching out” your opponent. Professional boxers and Samurai both spend time learning this, and styles that focus on such matters will grant Intimidation as a class skill. Styles that teach extensive feinting techniques will grant Bluff as a class skill. Some styles, such as those taught to Ninja and military commandos, will grant the character Hide and Move Silently, as these styles follow the axiom “invisibility equals invincibility.” When bringing new styles into the game, the GM will find that these skills are the most commonly granted, but whatever best represents the philosophy of the style, without harming game balance, is the best choice.

ATTACK MODIFIERS

One of the key differences between a trained martial artist and an untrained fighter is the emphasis on qualities other than brute strength. One of the main reasons students take up the martial arts is to defend themselves without resorting to brute strength alone. For this reason, most martial arts attacks are modified by an ability other than Strength. If a style focuses on speed, Dexterity will modify attack rolls. If a style has extensive philosophical underpinnings, as do many animal styles that focus on a connection with nature, then attacks will be modified by Wisdom. If a style focuses on deception (allowing you, for example, to make an opponent think you are weak and then strike when least expected), attacks will be modified by Charisma. Lastly, there are styles which, despite their higher level of sophistication, still rely on Strength, such as Boxing and Wrestling. Attacks using these styles will be modified by Strength.

THE BALANCING ACT

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

ZONES OF ATTACK

Combat Martial Arts from the *d20 Modern Roleplaying Game* grants proficiency with “unarmed attacks.” This is defined as “striking for damage with punches, kicks, or head butts.”

In *Blood and Fists*, these distinctions are broken down further and clarified with the following categories, or “zones”: punching (which includes elbow and open hand strikes), kicking (which includes knee and heel strikes),

and head butts. To represent combat beyond what can be accomplished through punching and kicking, these zones are further expanded to include Disarm, Trip, Grapple, and Feint attacks.

Each of the styles described below grants a character skill in one or more of these zones. If a character has no proficiency in that zone (because he entered the art through Defensive Martial Arts or Brawling), he is considered armed when making attacks in that zone, he provokes no attacks of opportunity for acting in that zone (for Grapple or Trip attacks), and he may use that zone as a move action rather than an attack action (for feinting). If a character is already proficient in a zone of attack taught by a Style he takes (usually because he used Combat Martial Arts, Improved Unarmed Strike, Improved Trip or Improved Feint as the prerequisite for the Style), then he gains a +1 Competence bonus when attacking in that zone. Remember that Competence bonuses (like most kinds of bonuses other than Dodge bonuses) do not stack, so a character can only receive a +1 bonus to hit no matter how many styles he takes that grant proficiency in a particular zone.

Each zone granted by a style costs the style one point.

CLASS SKILLS

The serious student of the Martial Arts has the chance to learn about much more than just punching and kicking, attacking and defending. In Kyudo, students are taught “one shot, one life.” This type of philosophical and spiritual training is as important to many students of the martial arts as the self-defense capabilities taught by the style.

When a student takes a martial arts style, he will add the style’s class skills to his permanent list of class skills. If a skill taught by the style is already a class skill, then the character receives a +1 competence bonus on checks using that skill.

Each class skill the style adds to the character’s list of class skills cost it one point.

EXTERNAL STYLES

These styles are concerned with affecting the outer world, and tend to be more focused on combat. External styles have their attack rolls modified most often by Strength. However, some of these styles focus more on speed to generate attack power. These styles have their attacks modified by Dexterity. If a style’s attacks are modified by Dexterity, this costs the style one point. If the practitioner of the style has the ability to choose whether to focus on power or speed (choosing between Strength and Dexterity when the style is taken), this costs the style two points.

INTERNAL STYLES

These styles are concerned with the inner spirit of the student. Master yourself, and mastering the world will come easily, say the practitioners of internal martial arts. Internal styles have their attacks modified by Wisdom. This costs the style one point.

CHAPTER 2: MARTIAL ARTS

ADAPTABLE STYLES

Three of the styles detailed below (Commando Training, Jeet Kune Do, and Ninjutsu) are listed as adaptable styles. An adaptable style sees no point in adhering to any specific creed or philosophy and is capable of borrowing moves from every style. Several factors balance this huge advantage: being adaptable costs a style one point in its design, making the basic style itself less attractive; adaptable styles have only one Level 3 Mastery ability; and lastly, adaptable styles gain no more bonus feats than any other style, and fewer maneuvers as bonus feats than many styles. What these three strictures combine to do is make adaptable styles a little less attractive for Martial Arts Masters, especially if the style is non-aesthetic. Mastery refers to the Master Advanced Classes. Since non-aesthetic styles have no access to Ki, fewer level 3 Masteries, and fewer maneuvers as bonus feats, they are less attractive to those in the advanced classes (see below). This is wholly intentional. Most characters with Commando Training are likely to be soldiers, and most Jeet Kune Do practitioners come to the style already experienced in another Martial Art. Only Ninjutsu, which is an aesthetic style, makes a strong case for true Mastery, but it is still likely to be chosen by members of a broad range of professions.

AESTHETIC AND NON-AESTHETIC STYLES

Some styles are listed as being “non-aesthetic,” which is to say, they disregard the “mystical” or spiritual aspects of the martial arts in favor of good, old-fashioned combat. Most adaptable styles are non-aesthetic. These styles gain an extra point (meaning that if the style is both adaptable and non-aesthetic, then the two offset one another). A student of a non-aesthetic style cannot learn the Meditation or Zen Mastery skills and cannot take the Bushido, Poise, or any Ki feats. Also, a character cannot take the Contemplative Master class for a non-aesthetic martial art. If the student wishes to learn any of these abilities he must first take a feat in an aesthetic style.

A NOTE ABOUT ANIMAL STYLES

Martial Arts systems from around the world have been formulated around the idea of imitating the way certain animals fight. Bando, a style from Burma, has many animal forms, as do numerous African, Chinese, and Japanese martial arts styles. Rather than make a separate style for each of these national animal forms, *Blood and Fists* simply gives you a style based on the animal itself. These styles will be very close to any national version, and will provide enough detail for most campaigns. GMs wishing to incorporate a closer match to, say, White Crane Kung-Fu are encouraged to do so.

AIKIDO

Martial Arts Style

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

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

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

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

Effect: You provoke no attacks of opportunity for making Trip or Grapple attacks. This feat adds Balance, Concentration, and Tumble to your list of class skills. Aikido is an internal style whose attacks are modified by the character's Wisdom.

ARNIS

(Escrima or Kali)

Weapon Style

Arnis was developed by the settlers of the Philippine Islands, many of them from China, India, Indonesia, and Southwest Asia. When the Spanish invaded the islands, they dubbed the fierce stick-fighting style of the natives “Escrima,” which means “skirmish.” After conquering the island, the Spanish outlawed the style, and it was forced underground. The style was preserved through dances and mock battles, in which the natives played the role of Spaniards, wearing the “arnes,” or medieval armor. These plays used the same footwork as Escrima and kept the techniques alive.

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

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Prerequisite: Simple Weapon Proficiency.

Effect: You are proficient in punch attacks and are considered armed when making such attacks. You also provoke no attacks of opportunity when making Trip attacks. This feat functions as the two-weapon-fighting feat when you use a Short Sword and Baton (“espada y daga”) or two Batons (“Sinwali”). This feat adds Concentration and Pressure Points to your list of class skills. Arnis is an external style whose attacks are modified by Dexterity.

BOAR

Animal Style

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

Prerequisite: Combat Martial Arts.

Effect: Boar practitioners are proficient in punching and head attacks, and are considered armed while making such attacks. You suffer no attacks of opportunity when making Grapple or Bull Rush attacks. This feat adds Bluff and Intimidate to your list of class skills. Boar is an external style whose attacks are modified by Strength.

BOXING

Martial Arts Style

Boxing can be definitively traced to the Ancient Olympic games as far back as 688 BCE, although its origins are doubtless much older. As with wrestling, boxing appears to be an almost universal activity in the ancient world for both combat and sport. Modern competition boxing bears little resemblance to these ancient matches, in which no protective gear was worn, no time limit was imposed, no score was kept, and matches sometimes lasted over twelve hours, continuing until one combatant could no longer stand or fight. Boxing, in its modern form, dates back to the 1904 Olympic Games in St. Louis. Some Boxers refer to themselves as “sluggers,” “dancers,” or “pugilists” and many affectionately refer to their sport as “the sweet science.”

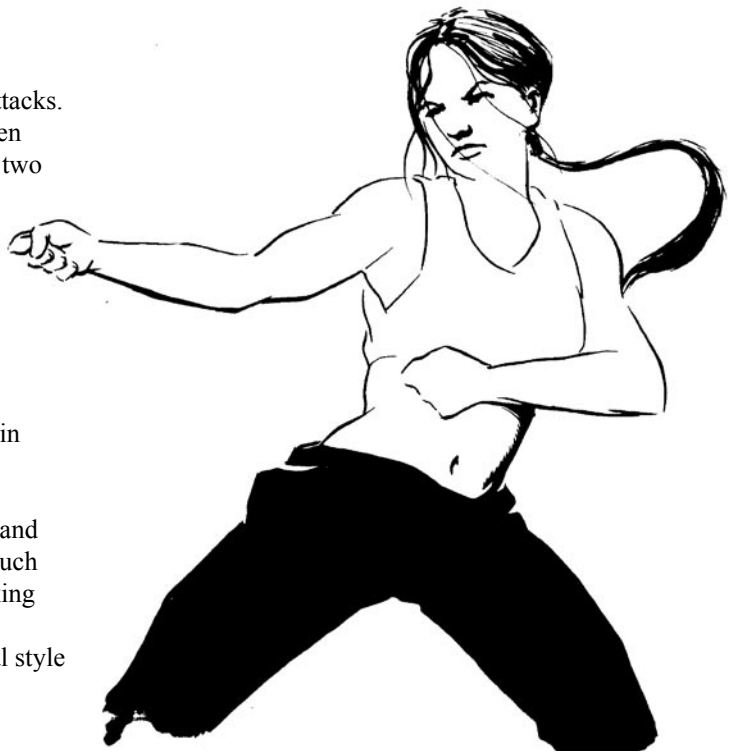
Prerequisite: Combat Martial Arts or Brawling.

Effect: You are proficient in punch attacks and suffer no attacks of opportunity when making such attacks. You provoke no attacks of opportunity for Grapple attacks and may feint as a Move action. This feat adds Bluff and Intimidate to your list of class skills. Boxing is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first take this feat). Boxing is a non-aesthetic martial art.

CAPOEIRA

Martial Arts Style

Escaped Brazilian slaves developed Capoeira as a means of self-defense. These slaves developed their fighting techniques right under the noses of their Portuguese masters, disguising their training as a ritualistic dance in which the dancers (called capoeiristas) threw spinning kicks and head



butts at opponents who performed acrobatics evasions, causing the kicks to narrowly miss. All the while, their fellow slaves played drums and sang songs about freedom. When the Dutch invaded Brazil in the seventeenth century, the slaves used the confusion created by these attacks to escape. As the Portuguese expelled the Dutch and set about attempting to recapture their erstwhile laborers, they learned what their slaves had been practicing. The authorities subsequently outlawed Capoeira, and it remained illegal in Brazil until the mid-twentieth century. Capoeira stylists refer to themselves as Capoeiristas and to their Masters as “Mestres.”

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick and head attacks and are considered armed while making kick attacks. You may feint as a Move action. This feat adds Bluff, Perform (dance), and Tumble to your list of class skills. Capoeira is an external style whose attacks are modified by Dexterity.

CAT

Animal Style

You imitate the sleek grace of the cat when fighting.

Prerequisites: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making these attacks. This feat adds Balance, Hide, Move Silently, and Tumble to your list of class skills. Cat is an external style whose attacks are modified by Dexterity.

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COBRA

You imitate the deadly serpent when attacking. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take both the Shao-Lin Kung Fu and Dragon Style feats and then take a mix of maneuvers from each style.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch attacks and are considered armed while making such attacks. You may feint as a Move action. This feat adds Bluff, Intimidate, and Pressure Points to your list of class skills. Cobra is an external style whose attacks are modified by Dexterity.

Note: This style is built on seven points. This is a rare exception to the six points per style rule. Perform (Dance) was included for free since it adds flavor but does not make the style better in combat.

COMMANDO TRAINING

Martial Arts Style

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

Prerequisite: Combat Martial Arts.

Effect: Commando Training adheres to no fixed style or philosophy, except for the creed of putting your man down, as quickly, efficiently, and silently as possible. Commando Training practitioners are proficient in Head, Elbow, and Kick attacks are considered armed while making such attacks. Characters with this feat add Hide, Knowledge (Tactics) and Move Silently to their list of class skills. Commando Training is an External Style whose attacks are modified by Strength. Commando Training is an adaptable, non-aesthetic style.

DRAGON

Animal Style

Many cultures revere the legendary power and majesty of the Dragon and attempt to emulate it when fighting. Dragon is a difficult style to master, because it requires power and grace in equal measure. This style is also one of the five animal styles associated with the Shao-Lin temple: Crane, Dragon, Leopard, Cobra, and Tiger. If you wish to simulate one of these Shao-Lin animal styles, you should take both the Shao-Lin Kung Fu and Dragon Style feats and then take a mix of maneuvers from each style.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: Dragon practitioners are proficient in Punching and Kicking attacks and are considered armed while making such attacks. You provoke no attacks of opportunity when making Grapple attacks. This feat adds Balance, Escape Artist, and Intimidate to the character's list of class skills.

Dragon is an External Style whose attacks are modified by Strength.

DRUNKEN MASTER

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick and head attacks and are considered armed while making such attacks. You can feint as a move action with their Bluff skill. This feat adds Bluff and Tumble to your list of class skills. Drunken Master is an external style whose attacks are modified by Dexterity.

EAGLE

Animal Style

You imitate the fierce eagle when fighting.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: Eagle practitioners are proficient in Punching and are considered armed when making such attacks. Characters with this style do not suffer attacks of opportunity when attempting to Disarm an opponent. Eagle practitioners add Balance, Concentration, Pressure Points and Tumble to their list of class skills. Eagle is an External Style whose attacks are modified by Strength.

FENCING

Weapon Style

The sword has been a staple of combat since ancient Egyptian times. Fencing, however, might properly be seen as rising from the death of the sword as a military weapon rather than the ultimate expression of its use as a military weapon. In the fourteenth century, the heyday of the sword as a military weapon was brought to an end by the emergence of two technologies: heavy plate armor and gunpowder. However, the sword remained alive in the imaginations of the people of Europe (and remains so to this day, as a required part of many military dress uniforms and military ceremonies), and the wearing of a light sword, typically a rapier or *épée*, became a fashion-statement for gentlemen. Unfortunately, this practice led to dueling as method of settling disputes. It was out of an attempt to systematize the training of young gentlemen in dueling that

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the first fencing manuals were produced. Two schools of fencing have been widely acknowledged since the sixteenth century, with French fencing relying on speed, and Italian fencing relying on power.

Prerequisite: Archaic Weapons Proficiency.

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity for Disarm attempts, and you may feint as a move action. This feat adds Bluff to your list of class skills. Fencing is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first select this feat).

GATKA

Weapon Style

Gatka is a Sikh weapon-oriented martial art with origins in the Punjab region of India. Gatka has been used to great effect on a number of occasions in recent history, from the streets of Shanghai in the 1930's (where Sikh Gatka warriors were used as riot police) to Sikh regiments in World War II, which were almost exclusively composed of Gatka warriors. Gatka fighting techniques are based on movements called "Panthra," which are initially practiced without weapons to perfect the footwork and balance needed to function effectively on the battlefield. This practice technique is analogous to the Kata of the eastern martial arts. Gatka uses a number of traditional weapons, such as the Khanda (an Indian Saber), the Kirpan (a dagger), and the Kaman (a bow). However, this style also teaches the use of exotic weapons such as the Katar (Indian punch-dagger) and the Chakra (or Chakram), a circular weapon with a razor sharp edge which is thrown at the enemy. This weapon has recently become a part of popular culture and is known by millions of television viewers as the favorite throwing implement of *Xena: Warrior Princess*.

Prerequisite: Archaic Weapons – Indian.

Effect: When you take this style, choose one weapon from the Archaic Weapons – Indian weapon group as your favored weapon. Your damage with that weapon is increased by one die size (e.g. from 2d6 to 2d8). This feat adds Balance, Concentration, and Intimidate and Sense Motive to your list of class skills. Gatka is an External Style whose attacks are modified by Dexterity.

HAPKIDO

Martial Arts Style

Hapkido was created by Yong Shul Choi. In 1909, Korea was conquered by Japan, and Choi, at the age of seven, was sent to mainland Japan to serve as a laborer. Choi came to serve Sokaku Takeda, who was an instructor of Daito Ryu Aikijutsu, a more combative form of the art that became Aikido. Yong Shul Choi spent thirty years of servitude in Japan, under the influence of Aikijutsu. Upon his master's death, he returned to the country of his birth and soon took on his first students and opened a school to teach Aikijutsu. In 1956, Ji Han Jae opened a school in Seoul, where he

began to teach his own style, mixing elements of Aikijutsu he had learned from Yong Shul Choi, elements of Taoist mysticism, and the offensive kicks of TaeKwonDo, which he called Hapkido.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. You provoke no attacks of opportunity when making Trip attacks. This feat adds Jump and Tumble to your list of class skills. Hapkido is an external style whose attacks are modified by Dexterity.

JEET KUNE DO

Martial Arts Style

"The way of the intercepting fist" is perhaps best known for its creator, the legendary "little dragon," Bruce Lee. Lee rejected all aesthetics, stances, and other "mumbo jumbo" (as he called it), instead focusing on the reality of combat. Jeet Kune Do focuses on fluidity and attempts to emulate the indestructibility of water. In the words of Bruce Lee, "Try to find a nicely-tied package of water." Water will sometimes flow around you unimpeded, but it can destroy boulders.

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

—Bruce Lee.

Prerequisites: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and suffer no attacks of opportunity when making such attacks. You provoke no attacks of opportunity when making Trip attacks. This feat add Balance, Jump, and Tumble to your list of class skills. Jeet Kune Do is an adaptable, non-aesthetic style. Jeet Kune Do is an external style whose attacks are modified by Dexterity.

JUJUTSU

Martial Arts Style

Jujutsu, which means "gentle art," is anything but in practice. Originally, this style was the preferred unarmed style of the Samurai (one of the three major combat schools of the Samurai, in conjunction with Kenjitsu and Sojitsu), complimenting the swordsmanship learned through Kenjitsu (known today as Kendo) and concentrating on simple, brutal, yet effective kicks and bone-breaking locks. Classical Jujutsu is the parent style of modern Aikido, Judo, and Karate. In modern times, the philosophy of this art has changed from its violent beginnings, and it now concentrates on a measured response to an attack, applying enough force to discourage an attacker. Obviously, however, this philosophy still includes the possibility of killing a determined opponent. Jujutsu practitioners call their most accomplished warriors "Shihan." A student who has mastered all the moves of the style, to the point that he is considered fit to teach Jujutsu to other students, is called "Kaiden."

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Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making these attacks. You provoke no attacks of opportunity when making Grapple attacks. This feat adds Concentration, Pressure Points, and Tumble to your list of class skills. Jujutsu is an external style whose attacks are modified by Dexterity.

KARATE

Martial Arts Style

Like Kung Fu, Karate's history is complicated, because there are in fact hundreds of varieties. Karate originated in Okinawa but has seen its greatest advancement and growth in mainland Japan. The five major styles are (in no particular order): Shotokan, Ishin Ryu, Goju Ryu, Wado Ryu, and Shito Ryu. The style listed here is a "middle of the road" form of Karate, most closely related to Goju Ryu (Goju literally means "hard-soft").

Prerequisite: Combat Martial Arts.

Effect: You are proficient in punch and kick attacks, and are considered armed while making these attacks. This feat adds Balance, Concentration, Pressure Points, and Tumble to your list of class skills. Karate is an external style whose attacks are modified by Strength.

KENJUTSU

(also known as Wae Gum in Korea)

Weapon Style

Kenjutsu is the central martial art of feudal Japan and defined the mentality of the Samurai warriors who served during that time. Although these warriors were trained in a dizzying array of fighting techniques, from unarmed combat techniques such as Jujutsu and Aikijutsu to horsemanship and military tactics, the Katana was their symbol. Iaijutsu, training in quickly drawing the Katana to gain and advantage in combat, is an important related skill and is treated as a maneuver of this style.

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

Prerequisite: Archaic Weapon Proficiency- Samurai or Exotic Weapon proficiency Katana

Effect: When you wield a katana, you increase your damage with that weapon to the next larger die (from 2d6 to 2d8). This alone makes you a deadly swordsman. You are not able to wield the katana one-handed (something not granted by Archaic Weapon Proficiency-Samurai) unless you also take Exotic Weapon Proficiency- Katana. True masters of Kendo sometimes wield the katana and wakizashi simultaneously (as Musashi did), thus two-weapon fighting is one of the bonus feats this style grants the Kenjutsu master. You add Balance, Concentration, and Intimidate, to

your list of class skills. Kenjutsu is an External Style whose attacks are modified by Strength or Dexterity (chosen when this style is taken).

KOBUJUTSU

Weapon Style

When Japan conquered Okinawa in the seventeenth century the use of weapons was forbidden. In response to this, the Okinawans developed two fighting styles: Te and Emono-jutsu. Te is the precursor to modern Karate, and Emono-jutsu is the precursor of modern Kobujutsu. Since swords were forbidden, many farm implements were adapted to serve as weapons, such as rice threshers (Nunchaku), harvesting sickles (Kama), and so forth. Kobujutsu training begins with the Bo-staff, then the Sai (which are used in pairs, although advanced practitioners carry a third for throwing), then the Tonfa, the Kama, the Tekko, the Nunchaku, and finally Tinbe-Rochin. More information on all these weapons can be found in the Martial Arts Weapons section.

Prerequisite: Archaic Weapons – Japanese.

Effect: You are proficient in punch and kick attacks, and are considered armed when making such attacks. Kobujutsu weapon training involves extensive training in the use of two weapons at once (Sai, Tonfa, Kama, and Nunchaku are all used in pairs). When using a weapon from the Archaic Weapons – Japanese list, you act as if you had the Two-Weapon Fighting feat (and this feat can substitute as the prerequisite for any feat that has the Two-Weapon Fighting feat as a prerequisite) (this counts as two points toward the style since the practitioner effectively gains two-weapon fighting with an entire group of weapons).. This feat adds Balance and Tumble to your list of class skills. Kobujutsu is an external style whose attacks are modified by Strength.

KUNG FU

Martial Arts Style

Like many ancient fighting styles, the origins of Kung Fu are shrouded in mystery, legend, and misconception. Some sources date the origins of Kung Fu as far back as 3,000 BCE. Others believe Alexander the Great, in his contact with India, imparted the Pancratium (a combination of boxing and wrestling used by soldiers and gladiators) to the Buddhist monks, through whom it made its way to China. (This theory is based on the similarities between ancient Kung Fu and the boxing and wrestling maneuvers of Pancratium. However, *all* fighting styles seem to begin with these maneuvers, which appear to be universal among unarmed combatants.) Still others place the beginnings of Kung Fu as recently as the founding of the Shao-Lin temple around 500 BCE, when a Buddhist Monk arrived and imparted some of his philosophy and Yoga techniques to the Chinese monastery. Whatever its origins, there can be little doubt that the Shao-Lin temples and instructors aided the spread of Kung Fu to Japan, Okinawa, Thailand, Korea and beyond. Today, there

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are more than 1,500 styles of Kung Fu worldwide, ranging from combat styles to Taoist philosophies such as Tai Chi that are more exercise forms than martial arts.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Balance, Concentration, and Tumble to your list of class skills. Kung-Fu is an external style whose attacks are modified by Dexterity.

KYUDO

(also called Kuk Kung in Korea)

Martial Arts Style

Kyudo is a relatively recent term that means “way of the bow.” Older forms of Japanese archery were called Kyujutsu and simply Ryu. Kyudo is a highly philosophical style, which focuses on attitude, movement, and technique, all blending into harmony. Kyudo archers believe the accuracy of a shot is determined by the mental state of the archer. It is said that when a Kyudo practitioner’s arrow hits its target, the student has found truth. In other words, whether a shot is a hit or miss is determined *before* the arrow is fired. Although the influence of Zen on Kyudo is well known, the form is also strongly influenced by Shintoism, the indigenous religion and philosophy of Japan. Indeed, the use of archery during Shinto ritual is a practice that extends back over two thousand years. Kyudo students call their practice halls “Kyudojos.”

Prerequisite: Archaic Weapons – Japanese or Archaic Weapons – Samurai.

Effect: You are able to use the Zen Focus application of the Concentration skill and apply it to attack rolls with a bow rather than skill checks. An attack of opportunity is incurred with this use of the Zen Focus skill specialization as normal. This feat adds Balance, Diplomacy, Concentration, and Sense Motive to your list of class skills. Kyudo is an internal style whose attacks are modified by Wisdom.

LEOPARD

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Jump and Tumble to your list of class skills. Leopard is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first select this feat).

LUA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Improved Trip.

Effect: You provoke no attacks of opportunity when making Grapple or Trip attacks. This feat adds Balance, Intimidation, Escape Artist, and Pressure Points to your list of class skills. Lua is an external style whose attacks are modified by Strength.

MONKEY

Animal Style

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

Prerequisite: Defensive Martial Arts.

Effect: You are proficient in punch attacks and are considered armed when making such attacks. You may feint as a Move action, and you provoke no attacks of opportunity when making Trip attacks. This feat adds Bluff and Tumble to your list of class skills. Monkey is an external style whose attacks are modified by Dexterity.

NAGINATA~JUTSU

Weapon Style

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

Prerequisite: Archaic Weapons – Samurai.

Effect: When you use the Naginata, the damage is increased by one die size (e.g. from 1d10 to 1d12). This feat adds Balance, Concentration, Intimidate, and Pressure Points to your list of class skills. Naginata-do is an external style whose attacks are modified by Dexterity.

NINJUTSU

Martial Arts Style

The history of Ninjutsu and its practitioners, the Ninja, is almost impossible to determine with any degree of accuracy.

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Every source seems to contradict every other source, and all claim to be the “true descendants” of the “true art of Ninjutsu.” The style detailed here is what *d20 Modern* players and GMs will expect to find in the hand-to-hand arsenal of a Ninja from popular books, movies, and video games.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making such attacks. Ninjutsu, like Commando Training is an adaptive style, able to “borrow” moves from any other style. This feat adds Climb, Hide, and Move Silently to your list of class skills. Ninjutsu is an external style whose attacks are modified by Dexterity.

PANTHER

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making such attacks. This feat adds Climb, Intimidate, and Jump to your list of class skills. Panther is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first select this feat).

PENTJAK SILAT

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Balance, Jump, and Pressure Points to your list of class skills. Pentjak Silat is an internal style whose attacks are modified by Wisdom.

PRAYING MANTIS

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Balance, Pressure Points, and Tumble to your list of class skills. Praying Mantis is an external style whose attacks are modified by Dexterity.

PYTHON

Animal Style

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

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch attacks and are considered armed while making such attacks. You provoke no attacks of opportunity when making Grapple attacks. This feat adds Balance, Climb, Escape Artist, and Pressure Points to your list of class skills. Python is an external style whose attacks are modified by Strength.

ROSS

Martial Arts Style

ROSS is a Russian Martial Art. The name is an acronym which stands for *Rossiyskaya Otechestvennaya Sistema Samozashchity* (Russian Native System of Self-defense). ROSS descends from an older form known as SAMBO (also an acronym, standing for *SAMozashchita Bez Oruzhiya* or Self-defense Without Weapons), which was taught to Russian soldiers during World War II. SAMBO was a rough-and-tumble style of Streetfighting known to prisoners who were released to fight on the Russian front lines during the darkest hours of the war. These prisoners taught what they knew to their fellows. ROSS incorporates SAMBO, along with techniques from boxing and modern biomechanics, and was created by General Alexander Ivanovich Retuinskih. In 1991, ROSS was recognized by the Russian Olympic Committee as the representative Russian Martial Art.

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

Effect: You are proficient in punch attacks and are considered armed while making such attacks. You provoke no attacks of opportunity when making Grapple or Trip attacks. This style adds Balance, Bluff, and Intimidate to your list of class skills. ROSS is an external style whose attacks are modified by Strength.

SAVATE

Martial Arts Style

Savate is a French kickboxing style that began among French sailors in the seventeenth century. Although this style’s exact origins are unknown, it is believed that sailors who made

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frequent trips to Burma, China, and Thailand learned eastern techniques, which soon began to find their way into French dockside bar fights. In the nineteenth century, Savate was formalized, and a sport form of the art, *Boxe Francaise* was born. Savate practitioners call themselves “Savateurs.”

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making such attacks. Savate also teaches the use of the Rapier, as this style is closely tied to Fencing. This feat adds Balance, Jump, and Tumble to your list of class skills. Savate is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first select this feat). Savate is a non-aesthetic Style.

SCHOOL OF HARD KNOCKS

Martial Arts Style

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

Prerequisite: Brawling, Combat Martial Arts.

Effect: You are proficient in punch, kick, and head attacks and are considered armed when making such attacks. This feat add Bluff, Knowledge (streetwise), and Intimidate to your list of class skills. SOHK is an external style whose attacks are based on Strength. SOHK is an adaptable, non-aesthetic style.

SCORPION

Animal Style

You imitates the poisonous, stealthy scorpion.

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

Effect: You are proficient in punch attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making Grapple or Trip attacks. This feat adds Escape Artist and Pressure Points to your list of class skills. Scorpion is an external style whose attacks are modified by Dexterity.

SHAO-LIN KUNG FU

Martial Arts Style

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

Shao-Lin—Chinese for “young forest”—was originally a sect of Chinese monks ordered by the emperor to translate Buddhist texts. When a Buddhist Monk from India visited this temple, he taught the monks, who were in poor physical condition, movement exercises based on Indian yoga and representative of the animals of Indian and Chinese mythology (tiger, deer, leopard, cobra, dragon, and crane, to name but a few). In time, Taoist philosophy merged with Buddhist mysticism, and the exercise methods became formalized forms of self-defense. Some of these Shao-Lin monks—many of whom were politically active—became rebels during the Boxer rebellion of 1901. The Boxer Rebellion led to a period of anarchy within China, as rebels, loyalists, Imperial Europeans, and Japanese all warred with each other over the Middle Kingdom. In the 1930’s, with almost all outsiders removed from China, the battle became one of Nationalist vs. Communist, and although the Shao-Lin tried to remain neutral in this conflict, they were attacked as potential enemies by soldiers of both sides. Their temples were destroyed, and the few who survived fled to avoid a certain death.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Concentration, Jump, and Tumble to your list of class skills. Shao-Lin is an external style whose attacks are modified by Dexterity.

SOJUTSU

Weapon Style

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

Prerequisite: Archaic Weapons – Japanese or Archaic Weapons – Samurai.

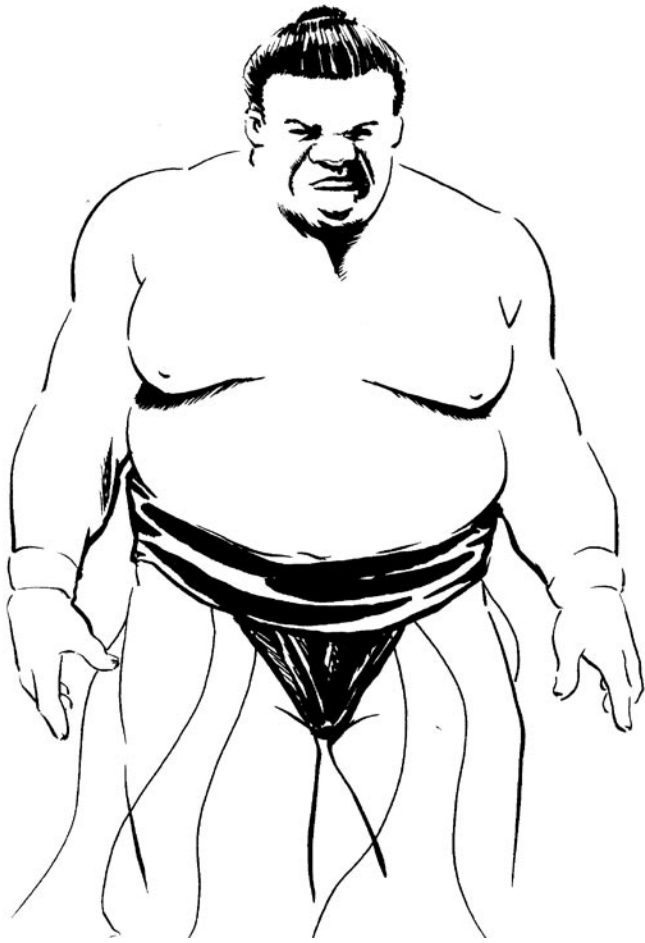
Effect: When you are using the Yari, your damage with that weapon is increased by one die size (e.g. from 1d8 to 1d10). This feat add Balance, Bluff, and Intimidate to your list of class skills. Sojitsu is an external style whose attacks are modified by Dexterity.

SUMO WRESTLING

Martial Arts Style

The first mention of Sumo wrestling is in a Japanese document called the Kojiki, which dates from the year 712 CE. However, since the Kojiki is the earliest written document in the Japanese language, it is arguable (indeed likely), that the sport is much older. Mythological accounts trace the origin of Sumo to two giants who fought for possession of Japan, with the winner granting ancestral claim of Japan to the Imperial Family that still rules (on an

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honorary basis at least) today. In 720 CE, the Nihon Shoki relates a tale of a Sumo match fought for the Emperor in 23 BCE, which was a match to the death. The winner of this legendary fight, Nomi no Sekune, is today considered the “father of Sumo.” Sumo wrestling today is an immensely popular sport in Japan, Hawaii, and Samoa, and many Sumo wrestlers retire fabulously wealthy. Sumo Wrestlers call themselves “Sumotori.”

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You do not provoke attacks of opportunity while making Grapple or Trip attacks. You may use the Balance skill to avoid being Tripped as a move action. This feat adds Balance, Concentration, and Escape Artist to your list of class skills. Sumo is an external style whose attacks are modified by Strength.

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

TAEKWONDO

Martial Arts Style

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

which translates as “flowering youth”. These men were formidable warriors in the older styles of TaeKyon and Soo Bakh, and their honor code could best be described as a form of Southeast Asian chivalry. This honor code is the philosophical backbone of modern TaeKwonDo. Japanese martial arts also heavily influenced modern TaeKwonDo, because the Japanese occupied Korea from 1910 until the end of World War II. Following the Japanese occupation, native Korean Martial Arts began to reappear, including the following eight major “kwans”: Chung Do Kwan, Moo Duk Kwan, Yun Moo Kwan, Chang Moo Kwan, Oh Do Kwan, Ji Do Kwan, Chi Do Kwan, and Sung Moo Kwan. In 1955 these kwans united into Tae Soo Do, but by 1957 more and more Koreans were calling this art TaeKwonDo to honor TaeKyon, which they saw as the precursor for all Korean Martial Arts. In the 2000 Olympic games, TaeKwonDo made its debut as a full-fledged Olympic event.

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Balance, Jump, and Tumble to your list of class skills. TaeKwonDo is an external style whose attacks are modified by Dexterity.

THAI KICKBOXING

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

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

Prerequisite: Combat Martial Arts.

Effect: You are proficient in punch, kick, and head attacks and are considered armed with making such attacks. This feat adds Balance, Intimidate, and Pressure Points to your list of class skills. Thai Kickboxing attacks are modified by Strength.

TIGER

Animal Style

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

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Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in punch attacks and are considered armed when making such attacks. You provoke no attacks of opportunity when making Trip attacks. This feat adds Balance and Tumble to your list of class skills. Tiger is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first select this feat).

WHITE CRANE

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed when making such attacks. This feat adds Balance, Jump, Pressure Points, and Tumble to your list of class skills. White Crane is an external style whose attacks are modified by Dexterity.

WING CHUN

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts.

Effect: You are proficient in kick attacks and are considered armed while making such attacks. This feat adds Balance, Concentration, and Tumble to your list of class skills. Wing Chun is an external style whose attacks are modified by Dexterity.



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

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

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

Max laughed as the smaller Frenchman hugged him.

"Whoa, Marcie, you're scarin' me again. You always were a fruity little bubba."

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

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

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

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

"Marcel."

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

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

Although the abilities granted by martial arts styles are enough to allow a character to defend himself against attack, they are only the beginning of the character's training. Beyond the basic training in a style, there are numerous maneuvers a character can learn. These are detailed below.

MAXIMUM MANEUVERS

No more than one maneuver can be applied to any attack. Therefore, a character with the Jab and Hook maneuvers cannot inflict 1d6 damage at +2 to hit; he must either gain the +2 to hit (from the Jab maneuver), or inflict 1d6 damage (from the Hook). Some maneuvers may be used multiple times per round, while some can only be used once per round. Characters with multiple attacks may still make their maximum number of attacks on a full attack action with these maneuvers, but they can only use restricted maneuvers once per round. Some maneuvers are full-round actions. Each of the descriptions below contains information about how long it takes to perform the maneuver.

DESIGNING YOUR OWN MANEUVERS

As with martial arts styles, it would be impossible for this book (or any book) to describe every martial arts maneuver throughout recorded history. Therefore, most GMs and players will have at least one maneuver that they have always wanted to see in their games but isn't listed here, and so they will want to design their own. To assist in this, the

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maneuver design criteria are detailed below, so that players and GMs will have an easier time balancing new maneuvers with what is presented here and with each other.

ACCURACY, DAMAGE, AND TIME

In general, a maneuver that can be performed multiple times within the same round should do one of the following: grant a +2 bonus to hit, increase the damage of a certain class of attacks by one die size (e.g. from 1d8 to 1d10), or grant some other special effect (such as reducing defense or stunning the target). If a maneuver does any more than this, its use should be restricted to once per round. The most potent maneuvers should be limited to full-round actions, and these will usually have other side effects if the attack does not hit. In general, any maneuver that allows a skill to be added to an attack or increases the number of dice of damage inflicted by an attack (as opposed to simply making that die bigger), should take a full-round action to perform. Another typical benefit granted to such attacks is an increased Strength modifier to damage, raising the modifier to one-and-a-half times the Strength modifier.

ADVANCED COMBINATION

You have learned how to link four maneuvers together, making you a devastating opponent.



Prerequisites: Combination, Improved Combination, one martial arts style feat, four Martial Arts Maneuver feats, BAB 9+, Dex 13+.

Effect: When you take this feat, choose four Martial Arts Maneuver feats, three of which must have previously been taken with the Improved Combination feat. You may then launch these maneuvers *in combination*. When you use these maneuvers in the listed order and direct them at the same target, you gain a +2 to hit and damage on the second attack, +3 to hit and damage on the third attack, and +4 to hit and damage on the fourth attack. For example, a Thai Kickboxing Master takes Combination (Head Butt/Leg Sweep/Snap Kick/Elbow Slam). Any time the character uses a Head Butt, followed by a Leg Sweep, followed by a Snap Kick, followed by an Elbow Slam, she gains +2 to hit and damage on the Leg Sweep, +3 to hit and damage on the Snap Kick, and +4 to hit and damage on the Elbow Slam.

Special: For characters without the ability to make multiple attacks, a combination may be executed over the course of several consecutive rounds. However, the character must make all attacks in the proper order, direct them at the same target, and take no more than one five-foot step in between them.

ADVANCED GROUND FIGHTING

You have mastered the deadly art of fighting while prone.

Prerequisite: Ground Fighting.

Effect: You suffer no penalties to attack or Defense while prone. Also, you are not considered prone for attacks that gain a damage bonus on a prone target, such as Elbow Slam or Heel Kick.

ADVANCED RUSH

You rush into battle, attempting to drive your opponent back, or kill him, with a sudden surge of attacking force.

Prerequisite: Rush.

Effect: If you perform a Rush attack on a prone or flat-footed opponent, that opponent takes an extra +2d6 damage from the attack. This damage bonus stacks with any Sneak Attack or Cheap Shot damage you are entitled to.

AXE KICK

An Axe Kick is a vicious kick in which you bring your leg up above your head, then bring your heel down on your target.

Prerequisite: One of the following feats: Capoeira, Dragon, Hapkido, Jujutsu, Karate, Kung Fu, Pentjak Silat, Savate, TaeKwonDo.

Effect: Your kick damage is increased by one die size (e.g. from 1d6 to 1d8), and you add one-and-a-half times your Strength modifier to your damage. You may only use this feat once per round, but you may make additional, non-Axe kick attacks, provided that you have the ability to make multiple attacks.

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BACK KICK

The Back Kick gives you the ability to kick an opponent behind you, which is a very useful tool for deterring multiple attackers.

Prerequisite: One of the following: Capoeira, Cat, Drunken Master, Hapkido, Jujutsu, Kung-Fu, Monkey, Panther, Pentjak Silat, Praying Mantis, Savate, Shao-Lin, TaeKwonDo, White Crane, Wing Chun.

Effect: You cannot be flanked.

BEAR HUG

You inflict increased damage on Grapple attacks.

Prerequisite: One of the following: Boar, Lua, Python, ROSS, Sumo Wrestling.

Effect: Your Grapple damage is increased by one die size (e.g. from 1d4 to 1d6), and you add one-and-a-half times your Strength modifier to the damage. You may only perform this maneuver once per round, though you may make other (non-Bear Hug) attacks, provided that you have the ability to make multiple attacks.

BLOCK

You have mastered the basic art of intercepting incoming melee attacks.

Prerequisite: BAB 1+

Effect: You may block one attack each round as an attack of opportunity. This allows you to block while taking a full round of attacks and/or movement. This feat does not allow you more attacks of opportunity than you are normally entitled to, and you may only block one attack each round in this fashion. If you wish to block multiple attacks you must use a full-round action as described in the normal blocking rules.

Normal: Characters may normally only block attacks as an attack or full-round action.

BLOCK, DISARM

You are trained to disarm in conjunction with a block.

Prerequisite: Block- Improved, Improved Disarm, BAB 8+

Effect: If you successfully block an attack with either an attack or full-round action, you may make a disarm attack as an attack of opportunity. You may not use this feat to make disarm attacks when you block with attacks of opportunity, and this feat does not allow you to make more attacks of opportunity than you are normally entitled to.

BLOCK, IMPROVED

You are quite adept at blocking attacks.

Prerequisite: Block, BAB 5+

Effect: You may block multiple attacks with an attack of opportunity, as described under the blocking rules. You may also block armed attacks while unarmed. However, each armed attack you block still inflicts minimum damage.

Normal: Characters without this feat may only block

multiple attacks as a full-round action and may only block melee weapon attacks when they are also armed.

BLOCK, LOCK

You are trained to grapple in conjunction with a block.

Prerequisite: Block- Improved, Combat Reflexes, BAB 8+

Effect: If you successfully block an attack with an attack or full-round action, you may make a grapple attack as an attack of opportunity. You may not use this feat to make grapple attacks when you block with attacks of opportunity, and this feat does not allow you to make more attacks of opportunity than you are normally entitled to.

Note: If you have both this feat and Block- Disarm you must choose whether to disarm or grapple an attacker after a successful block, you may not attempt to do both.

BODY BLOW

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

Prerequisite: One of the following feats: Arnis, Boar, Boxing, Cobra, Eagle, Jujutsu, Karate, Kendo, Kobujutsu, Leopard, ROSS, Scorpion, Sumo Wrestling, Thai Kickboxing, Tiger.

Effect: Each time you hit with this attack, the target suffers normal punch damage and must make a Fortitude save (DC 15 + your strength modifier). Failure means the target takes a -1 Dodge penalty to her Defense for the rest of the encounter. Like Dodge bonuses, these penalties stack. Every five rounds (30 seconds), the target "recovers" one point of Defense until her Defense returns to normal. The target's Defense may not be reduced below her flat-footed value by this feat. However, if the target's Defense is reduced to its flat-footed value, she is flat-footed for all combat purposes until she manages to recover at least one point of Defense. You may only use this feat once per round, but you may make additional, non-Body Blow attacks, provided that you have the ability to make multiple attacks.

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

BOX EARS

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

Prerequisite: One of the following feats: Cobra, Eagle, Kobujutsu, Monkey, Scorpion, Sumo Wrestling, Streetfighting. One of the following feats: Cobra, Eagle, Kobujutsu, Monkey, Scorpion, Sumo Wrestling, Streetfighting

Effect: This attack only inflicts 1-2 points of damage plus your Strength modifier. The target of this attack must also succeed at a Fortitude Save (DC 15 + your Strength modifier). If this save is successful, the target is dazed; otherwise, the target is deafened for 1-4 rounds. If you spend an action point when making an attack roll with this maneuver, your target is flat-footed against this attack.

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CHOKE HOLD

You have advanced training in choking your target, either as a means of subduing him, or quietly eliminating him.

Prerequisite: One of the following feats: Aikido, Jujutsu, Kung Fu, Lua, Python, ROSS, Scorpion, Sumo Wrestling.

Effect: You can inflict a strangulation attack on a grappled target without provoking an attack of opportunity. If the target of this attack is flat-footed, you may immediately begin strangling him, without first having to engage in a Grapple attack.

Special: Choke Hold is a “submission hold.” If you use this maneuver against an ordinary (i.e. non-heroic, non-player, supporting character) in tournament combat, the ordinary must make a Will save (DC 15) or submit, tapping out and ceding the match to you.

CIRCLE KICK

By spinning your entire body, you increase the damage from your kick attacks.

Prerequisite: One of the following: Capoeira, Cat, Dragon, Drunken Master, Hapkido, Jujutsu, Karate, Kung Fu, Panther, Pentjak Silat, Praying Mantis, Savate, Shao-Lin, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: Your kick damage is increased by one die size (e.g. from 1d4 to 1d6). You may perform this maneuver multiple times per round.

COMBINATION

You have learned how to use one attack to set up another, firing in combinations for greater effect.

Prerequisites: One martial arts style feat, two Martial Arts Maneuver feats, BAB 1+.

Effect: When you take this feat, choose two Martial Arts Maneuver feats. You may then launch these maneuvers *in combination*. Whenever you use these maneuvers in the listed order and direct them at the same target, you gain +2 to hit and damage on the second attack. For example, a character with Boxing takes Combination (Jab/Hook). Any time the character uses a Jab Maneuver followed by a Hook maneuver, the character gains a +2 to hit and damage with the Hook.

Special: For characters without the ability to make multiple attacks, a combination may be executed over the course of several consecutive rounds. However, the character must make both attacks in the proper order, direct both at the same target, and take no more than one five-foot step in between them.

COUNTERSTRIKE

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

Prerequisite: Block- Improved, Combat Reflexes

Effect: If you successfully block an attack with either an attack or full-round action you may immediately make an attack of opportunity against your opponent with either a

melee weapon in hand, or an unarmed attack. You may only make one such attack of opportunity each round, and may not counterstrike if you blocked the attack with an attack of opportunity.

COUNTERSTRIKE, IMPROVED

You are a master of the counterstrike.

Prerequisite: Counterstrike, BAB 9+

Effect: This feat functions as Counterstrike, except that you may make an attack of opportunity for each attack you successfully block with a full-round action. This feat does not allow you to make more attacks of opportunity than you are normally entitled to, however.

DECEPTIVE ATTACK

You disguise the time and direction of your attack, confusing your opponent.

Prerequisite: Bluff 5 Ranks and one of the following: Cobra, Drunken Master, Scorpion.

Effect: If you use Deceptive Attack with a normal attack, you add your Charisma modifier to your attack roll. If you use it in conjunction with a feint attack, you may add your Charisma modifier to either the attack roll or the damage roll.

DISARM BLOCK

You are trained to disarm in conjunction with a block.

Prerequisite: Improved Block, BAB 8+.

Effect: If you successfully block an attack, you may make a disarm attack against your attacker as an attack of opportunity. This feat does not allow you more attacks of opportunity than you are normally allowed, and you may only make one such attack of opportunity per round.

DODGE ROLL

Your mobility and agility make you hard to hit in combat.

Prerequisite: Tumble 5 Ranks and one of the following: Aikido, Capoeira, Cat, Drunken Master, Monkey, Naginata-do, White Crane.

Effect: Make a Tumble check (DC 15) and gain a +2 Dodge bonus to Defense. For every five points by which your Tumble check exceeds the DC, you gain an extra +1 Dodge bonus to your Defense. This maneuver is a move action.

ELBOW SLAM

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

Prerequisite: One of the following: Leopard, Pentjak Silat, Praying Mantis, Streetfighting, Thai Kickboxing.

Effect: Your elbow damage is increased by one die size (e.g. from 1d4 to 1d6). If the target of this attack is prone, your elbow damage is improved by three die sizes (e.g. from 1d4 to 1d10), but you are rendered prone as well, whether

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the attack succeeds or fails. You may only use this feat once per round, but you may make additional, non-Elbow Slam attacks, provided that you have the ability to make multiple attacks.

EYE GOUGE

You go after your target's eyes.

Prerequisite: One of the following: Cat, Drunken Master, Eagle, Kung Fu, Python, School of Hard Knocks, Tiger.

Effect: The target of your attack suffers normal punch damage and must make a Fortitude save (DC 15 + your strength modifier) or be Blinded for 1–4 rounds.

FLYING KICK

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

Prerequisite: Jump Kick and one of the following: Capoeira, Dragon, Hapkido, Kung Fu, Savate, Shao-Lin, TaeKwonDo, White Crane.

Effect: This maneuver may only be used in conjunction with a charge. Your kick damage is increased by one die size (e.g. from 1d8 to 1d10). You add one-half the number of ranks you have in the Jump skill to the damage inflicted by any kick attack made in conjunction with a charge. Furthermore, you add one-and-a-half times your Strength modifier to the damage from this attack. If you miss with this attack, you must make a Tumble check (DC 15), or be prone. If you succeed at this Tumble check, you are flat-footed until the start of your next action.

GROUND FIGHTING

You are adept at fighting while prone.

Prerequisite: One of the following: Aikido, Capoeira, Drunken Master, Leopard, Lua, Monkey, Panther, Python, Tiger.

Effect: You suffer no penalties to Defense for being prone.

HAYMAKER

You can put everything you have into one lethal, reckless punch.

Prerequisite: Hook and one of the following: Boxing, Leopard, ROSS, School of Hard Knocks, Streetfighting, Thai Kickboxing.

Effect: This attack is a full-round action. Your punch damage is increased by two die sizes (e.g. from 1d4 to 1d8 or from 1d6 to 1d10). Furthermore, you add one-and-a-half times your Strength modifier to the damage from this attack. If this attack is a critical hit, the target takes normal damage (which can be lethal at your discretion) and also suffers the effects of a Knockout blow. If you miss with this attack, you are flat-footed until the start of your next action.

HEAD BUTT

You lead with your head.

Prerequisites: One of the following: Boar, Boxing,

Drunken Master, Streetfighting, Thai Kickboxing

Effect: This feat raises your Head attack by 2 dice (from 1d3 to 1d6, and so on). 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.

HEART PUNCH

You strike your target right over the heart, an attack that inflicts a great deal of pain and shock.

Prerequisite: One of the following: Boar, Cobra, Eagle, Jujutsu, Karate, Kung Fu, Leopard, ROSS, Scorpion, Sumo Wrestling, Thai Kickboxing, Tiger

Effect: This feat raises your punch damage by one die (from 1d6 to 1d8, and so on). 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.

HEEL KICK

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

Prerequisite: One of the following: Dragon, Hapkido, Jujutsu, Karate, Kung Fu, Panther, Pentjak Silat, Praying Mantis, Savate, Shao-Lin, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: You increase your kick damage by one die size (e.g. from 1d4 to 1d6). If the target of this attack is prone, you increase your kick damage by three die sizes (e.g. from 1d4 to 1d10). You may only perform this maneuver once per round.

HIP THROW

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

Prerequisite: One of the following: Aikido, Hapkido, Lua, ROSS, Scorpion, Sumo Wrestling.

Effect: When you make a Trip attack, you also inflict 1d4 Throw damage to the target if successful.

HOOK

The Hook is a fast, powerful swing that has ended many fights. By pivoting your hips while swinging your fist, you gain greater force.

Prerequisite: Arnis, Boxing, Cobra, Eagle, Kobujutsu, Leopard, Monkey, Panther, ROSS, Streetfighting, Sumo Wrestling, Thai Kickboxing, Tiger.

Effect: Your punch damage is increased by one die size (e.g. from 1d6 to 1d8). You may perform this maneuver more than once per round.

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IAIJUTSU

By becoming one with your weapon, you act and react with blinding speed.

Prerequisites: Quick Draw.

Effect: You gain a +4 Initiative bonus with one melee weapon (chosen when you first select this feat). This initiative bonus stacks with any gained from Improved Initiative.

IMMOVABLE

You are extremely adept at avoiding Throw and Grapple attacks.

Prerequisite: Any one martial arts style feat.

Effect: You gain a +2 on any opposed check to resist being grappled or thrown. This bonus stacks with any other such bonus to resist being grappled or thrown, such as that provided by Combat Throw. In addition, you may resist grapples with your Escape Artist skill or throws with your Balance skill as a Move action.

Normal: Normally, using the Balance or Escape Artist skills to resist throws and grapples is an attack action.

IMPROVED BLOCK

You are quite adept at blocking attacks.

Prerequisite: Block, BAB 5+.

Effect: This feat gives you a chance to Block attacks made by melee weapons even when you are unarmed. If your opposed attack roll is 5 higher than the weapon melee attack roll made against you, you suffer no damage. If the roll is 4 or less higher than the weapon attack roll, you suffer minimum damage from the attack.

Normal: Characters without this feat may only block melee weapon attacks when they are also armed.

IMPROVED COMBINATION

By combining three attacks together, you gain even more of an advantage in combat.

Prerequisites: Combination, One martial arts style feat, three Martial Arts Maneuver feats, BAB 4+, Dex 13+.

Effect: When you take this feat, choose three Martial Arts Maneuver feats, two of which must have previously been taken with the Combination feat. You may then launch these maneuvers *in combination*. When you use these maneuvers in the listed order and direct them at the same target, you gain +2 to hit and damage on the second attack and +3 to hit and damage on the third attack. For example, a TaeKwonDo Master takes Combination (Flying Kick/Snap Kick/Circle Kick). Any time the character uses a Flying Kick, followed by a Snap Kick, followed by a Circle Kick, he gains +2 to hit and damage on the Snap Kick, and +3 to hit and damage on the Circle Kick.

Special: For characters without the ability to make multiple attacks, a combination may be executed over the course of several consecutive rounds. However, the character must make all attacks in the proper order, direct them at

the same target, and take no more than one five-foot step in between them.

IMPROVED COUNTERSTRIKE

You are a master of the counterstrike.

Prerequisite: Counterstrike, BAB 9+.

Effect: If you successfully block an attack and successfully hit with your counterstrike, you may make an additional block/counterstrike attempt. If that block and counterstrike are successful, you may try again, up to the maximum number of attacks and/or attacks of opportunity you are normally allowed.

Normal: Characters with the normal Counterstrike feat may only make one counterstrike attempt per round, no matter how many attacks and/or attacks of opportunity they are allowed to make.

INSTANT STAND

Your body control and athletic ability are so finely attuned that you can instantly recover from a fall or throw.

Prerequisite: Tumble 8 Ranks and any one of the following: Aikido, Cat, Drunken Master, Eagle, Hapkido, Jujutsu, Karate, Kobujutsu, Kung Fu, Leopard, Monkey, Naginata-do, Praying Mantis, Savate, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: Once per round, you may instantly stand from any attack that renders you prone (e.g. Leg Sweep, Trip, Combat Throw).

JAB

The Jab is a fast punch that is extremely hard to block. It is used as a bread-and-butter punch by many boxers or to set up a more dangerous attack or combination.

Prerequisite: Any one martial arts style feat.

Effect: You make a punch attack at normal damage, but you gain a +2 bonus to hit. This maneuver may be used more than once per round.

JUMP KICK

You can execute a deadly, beautiful jumping attack.

Prerequisite: Jump 5 ranks and one of the following: Capoeira, Cat, Dragon, Drunken Master, Hapkido, Jujutsu, Kung-Fu, Panther, Pentjak Silat, Savate, Shao-Lin, TaeKwonDo, White Crane, Wing Chun.

Effect: You increase your kick damage by one die size (e.g. from 1d6 to 1d8) and add +1 damage per 5 ranks in the Jump skill. You may only use this maneuver once per round, but you may make additional, non-Jump kick attacks, provided that you have the ability to make multiple attacks.

KIDNEY PUNCH

This is an extremely painful and dangerous attack, illegal even in most full-combat fighting sports.

Prerequisite: One of the following: Boxing, Cobra, Eagle,

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Jujutsu, Karate, Kung Fu, Leopard, ROSS, Streetfighting, Thai Kickboxing, Tiger.

Effect: This feat increases your punch damage by one die size (e.g. from 1d6 to 1d8). In addition to suffering normal punching damage, the target of this attack must succeed at a Fortitude save (DC 15 + your strength modifier) or be stunned for 1 round. You may only use this feat once per combat.

LEG SWEEP

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

Prerequisite: One of the following: Capoeira, Drunken Master, Hapkido, Jujutsu, Karate, Kung-Fu, Monkey, Panther, Pentjak Silat, Savate, Shao-Lin, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: You make a normal kick attack. If this attack hits, you get to make a Trip attack against the target as an attack of opportunity in addition to inflicting normal kick damage on him. You may only perform this maneuver once per round.

LOCK BLOCK

You are trained to grapple in conjunction with a block.

Prerequisite: Improved Block, BAB 8+.

Effect: If you successfully block an attack, you may make a Grapple attack against your attacker as an attack of opportunity. This feat does not allow you more attacks of opportunity than you are normally allowed, and you may only make one such attack of opportunity per round.

MOMENTUM THROW

You use your opponent's momentum against him.

Prerequisite: Unbalance Opponent, Improved Combat Throw, and one of the Following: Aikido, Hapkido, Monkey, Ninjutsu.

Effect: If your opponent misses you in combat, you gain a Trip attack as an attack of opportunity against him, inflicting your Throw damage plus an amount equal to your *opponent's* melee damage bonus, in addition to rendering him prone. Momentum Throw takes the place of the attack of opportunity granted by Improved Combat Throw.

NERVE STRIKE

You inflict an extremely painful attack through your advanced knowledge of the anatomy and pressure points of your target.

Prerequisite: Pressure Points 5 ranks and one of the following: Arnis, Cobra, Eagle, Jujutsu, Kyudo, Lua, Pentjak Silat, Praying Mantis, Scorpion, White Crane

Effect: You increase the damage inflicted by the Pressure Points skill by +1d6. This bonus is cumulative with any bonuses gained from the Pressure Points Mastery ability. This feat does not allow Pressure Points to be used any more often than normal.

NUMBING STRIKE

You actually numb one your target's limbs with a precision strike.

Prerequisite: Pressure Points 10 Ranks, Nerve Strike.

Effect: This attack inflicts no added damage from the Pressure Points skill. Rather, if the skill check is made (DC equal to the target's Defense), the target must make a Fortitude save (DC 15 + your Wisdom modifier) or suffer one of the following penalties: a -2 to attack rolls if you choose to numb one of the target's hands, a -2 to melee damage rolls if you choose to numb one of the target's arms, or a -2 to Defense if you choose to numb one of the target's legs.

If you have the ability to use Pressure Points more than once per combat (from the Pressure Points Mastery ability), this attack may be performed more than once, but it must be used on a different body part each time.

RIDGEHAND

This is an open-hand attack where the hand is held open and straight, and attacks are made with the edge of the hand. Colloquially known as the "Karate Chop," this maneuver is in fact used by many eastern styles.

Prerequisite: One of the following: Jujutsu, Karate, Kung-Fu, Shao-Lin, Wing Chun.

Effect: Your punch damage is increased by one die size (e.g. from 1d6 to 1d8), and you add one-and-a-half times your Strength modifier to the damage. You may only use this feat once per round, but you may make additional, non-Ridgehand attacks provided that you have the ability to make multiple attacks.

RUSH

You charge into battle with great ferocity.

Prerequisite: One of the following: Boar, Leopard, Monkey, Panther.

Effect: You gain an additional +1 to both hit and damage bonuses on charge attacks.

SHORT POWER

This is a powerful, focused attack, whose force is generated from within and which comes without any warning.

Prerequisite: Strength 13+, Wisdom 13+, and one of the following: Jeet Kune Do, Kung Fu, Shao-Lin Kung Fu.

Effect: You gain one-and-a-half times your normal Strength modifier on punch attacks. Short Power attack rolls are modified by the character's Wisdom. You may only use this maneuver once per round.

SILENCING STRIKE

This is a signature move of the Ninja. The target of this attack will have a hard time summoning aid.

Prerequisite: Cobra.

Effect: If you make a successful hit with this maneuver, your target takes punching damage and must make a

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Fortitude save (DC 15 + your Dexterity modifier) or be unable to speak above a whisper for 1–4 rounds.

SNAP KICK

You have learned how to snap your leg forward with blinding speed in a kick that is very hard to block or evade.

Prerequisite: One of the following: Capoeira, Dragon, Drunken Master, Hapkido, Jujutsu, Karate, Kung-Fu, Leopard, Panther, Pentjak Silat, Praying Mantis, Savate, Shao-Lin, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: You make a kick attack at normal damage, but you gain a +2 bonus to hit. You may perform this maneuver more than once per round.

THIGH KICK

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

Prerequisite: One of the following: Capoeira, Dragon, Hapkido, Jujutsu, Karate, Kung Fu, Panther, Savate, Shao-Lin, TaeKwonDo, Thai Kickboxing, White Crane, Wing Chun.

Effect: Each time you hit with this attack, your target suffers normal kick damage and must make a Fortitude save (DC 15 + your Strength modifier). Failure means the target takes a –1 Dodge penalty to her Defense for the rest of the encounter. Like Dodge bonuses, these penalties stack. Every five rounds (30 seconds), the target “recovers” one point of Defense until her Defense returns to normal. The target's Defense may not be reduced below her flat-footed value, but if her Defense is reduced to her flat-footed value, then she is flat-footed for all combat purposes until she manages to recover at least one point of Defense. You may only use this feat once per round, but you may make additional, non-Body Blow attacks, provided that you have the ability to make multiple attacks.

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

UPPERCUT

By bringing your fist up directly under the chin of your opponent, snapping his head back with the blow, you can often fell a formidable opponent in one swift, unexpected punch.

Prerequisite: One of the following: Boxing, Drunken Master, Jujutsu, Leopard, ROSS, Thai Kickboxing, Tiger.

Effect: Your punch damage is increased by one die size (e.g. from 1d6 to 1d8) when using this maneuver. If a character makes a critical hit with an uppercut, then the attack is treated as a Knockout Blow in addition to inflicting normal damage on the target. You may only use this feat once per round, but you may make additional, non-Uppercut attacks, provided that you have the ability to make multiple attacks.



SIGNATURE MANEUVERS

“Oto... Oto...”

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

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

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

Suddenly, the relaxed triangular Hanmi stance characteristic of Aikido was gone, and the old man was standing on one leg.

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

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

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

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

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

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

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

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

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

“Moto... Moto...”

CHAPTER 2: MARTIAL ARTS

Signature maneuvers are considered some of the greatest expressions of their styles. Unlike most martial arts maneuvers, which may be taught in multiple styles, signature maneuvers are only taught to students of a specific style. Some of these maneuvers (such as the various style stances), are taught early in the study of the style, while others (such as Zen Archery) are the pinnacle of achievement for practitioners of that style. Many of these maneuvers have a touch of whimsy and have never existed outside of popular myth and legend (including martial arts cinema), so a GM running a strictly “realistic” or “gritty” campaign, with no FX or superhuman abilities of any kind, may disallow some of these maneuvers.

STANCES

Many of the maneuvers listed in this section are “stances.” A stance is a special way of standing developed by practitioners of various fighting styles to enhance the goals of that style. As long as a character is not flat-footed, he may gain the benefits of his stance, but characters that are proficient in more than one style may not gain the benefits of multiple stances. These characters are more versatile, however, as they can change stances from round to round to gain different benefits and to throw off their opponents. Once per round, as a free action, a character may adopt or change his stance during his action.

ABANI KO

Arnis Signature Maneuver

The “fan attack,” a signature maneuver of Arnis.

Prerequisite: Arnis.

Effect: Your damage with Escrima sticks is increased by one die size (e.g. from 1d8 to 1d10).

ACHILLES LOCK

Thai Kickboxing Signature Maneuver

You execute a leg-lock on an opponent that places extreme stress on the Achilles tendon. This is a dangerous “submission hold” illegal in most matches.

Prerequisite: Thai Kickboxing, BAB 5+.

Effect: In addition to normal grapple damage, this maneuver inflicts a –2 Defense penalty on the target for 1–4 rounds after it is applied, unless the target succeeds at a Fortitude save (DC 10 + your Strength modifier + your level – target’s level).

Special: Achilles Lock is a “submission hold.” If you use this maneuver against an ordinary in tournament combat, the ordinary must make a Will save (DC 15) or submit, tapping out and ceding the match to you.

ANGRY MONKEY

Monkey Signature Maneuver

You roll around on the ground like an angry monkey.

Prerequisite: Monkey, Ground Fighting, Advanced Ground Fighting.

Effect: You gain a +2 Dodge bonus to Defense and a +2 bonus on Tumble skill checks when fighting prone.

ANTARI

Hapkido Signature Maneuver

The inside crescent kick is one of Hapkido’s signatures.

Prerequisites: Hapkido, Snap Kick.

Effect: Your Snap kick attacks are increased by one die size (e.g. from 1d6 to 1d8). You may perform this maneuver multiple times per round, provided that you have the ability to make multiple attacks.

ASHI-SOKUTO

Jujutsu Signature Maneuver

You kick your opponent with the “blade edge” of your foot.

Prerequisite: Jujutsu, Circle Kick.

Effect: Your kick attacks have their threat range increased by 1, and they inflict triple damage on a successful critical hit.

ASHI-TORI

Sumo Wrestling Signature Maneuver

The leg takedown is a popular Sumo wrestling maneuver.

Prerequisite: Sumo Wrestling.

Effect: You gain a +4 bonus to a trip attack roll. You may use this maneuver once per combat, but on a flat-footed target you may use it at will.

BALESTRA

Fencing Signature Maneuver

You execute a short hop followed by a lunging stab with your sword.

Prerequisite: Fencing, Rush, Advanced Rush.

Effect: Any hit you make on a charge attack while using this feat is automatically a critical hit. If you use this feat in conjunction with a charge, and your attack misses (or is blocked), you are flat-footed until the start of your next action.

BROKEN TIME

Fencing Signature Maneuver

By suddenly changing the tempo of your attacks, you seek to gain the upper hand in a duel.

Prerequisite: Fencing.

Effect: Once per battle you may use this feat to reroll your Initiative at a +2 bonus (you still gain any other normal Initiative bonuses to this roll).

CHAN SI BONG

Shao-Lin Signature Maneuver

Chan Si Bong means “silk reeling practice” and is a Shao-Lin exercise to develop internal strength.

Prerequisite: Shao-Lin Kung Fu, Ki.

Effect: You may call on your Ki as a free action (normally calling on Ki is a move action).

CHAPTER 2: MARTIAL ARTS

CHASSE TOURNANT (SHA~SEY TOUR~NONH)

Savate Signature Maneuver

This is a blindingly fast spinning kick.

Prerequisites: Savate, Circle Kick.

Effect: Your Circle Kick attacks are +2 to hit. You may perform this maneuver multiple times per round, provided that you have the ability to make multiple attacks.

CRADLE PIN

Aikido Signature Maneuver

You grab your opponent's arm in a lock that can drive him to the ground—or break his arm if necessary.

Prerequisite: Aikido, Concentration 5 Ranks.

Effect: On a successful Grapple check, you may either inflict an extra die of grappling damage or attempt a Trip attack with a +4 bonus on your opponent as an attack of opportunity.

Special: Cradle Pin is a “submission hold.” If you use this maneuver against an ordinary in tournament combat, the

ordinary must make a Will save (DC 15) or submit, tapping out and ceding the match to you.

CRANE KICK

White Crane Signature Maneuver

You deliver a devastating kick out of your Crane Stance, kicking with the leg being used for support while shifting position from one foot to the other.

Prerequisites: White Crane, Crane Stance, Snap Kick

Effect: The damage from your Snap Kick is increased to the second larger die (from 1d4 to 1d8, and so forth). This maneuver may be used once per round. If you spend an action point when making an attack roll with this maneuver, your target is flat-footed against this attack.

CRANE STANCE

White Crane Signature Stance

You fight in the classic one-foot stance of the Crane.

Prerequisite: Balance 5 ranks, White Crane Style Feat.

Effect: You gain a +1 Dodge bonus to Defense as well as a +2 bonus on any check to avoid being tripped.

DAISAN

Kyudo Signature Stance

This is the art of nocking and drawing an arrow, an action studied meticulously by Kyudo practitioners.

Prerequisite: Kyudo.

Effect: You gain a +1 to hit on all bow attacks.

DEAI

Aikido Signature Maneuver

Deai means “the moment of truth” and is the spiritual meeting of two opposing forces.

Prerequisite: Aikido, Ki, Inner Peace.

Effect: This ability allows you to move with great speed and decision, adding your remaining Ki (your Wisdom modifier minus any Ki abilities used previously that day) to your Initiative and Defense for one minute per level. If Initiative is only rolled once per combat, you may reroll with the increased bonus. This ability exhausts your Ki for the rest of the day. After you use this ability, you must make a Will save (DC 20). If you fail this save, you become fatigued.

DOJUKIRI

Kyudo Signature Stance

This is the set stance adopted just prior to firing.

Prerequisite: Kyudo, Daisan.

Effect: You gain a +2 damage bonus on all bow attacks. If this stance is adopted after Daisan, you also gain the +1 to hit bonus from that feat and a +4 attack bonus for the purpose of offsetting range penalties only. This is an exception to the normal rule that a character can only gain the benefits of one stance at a time.



CHAPTER 2: MARTIAL ARTS

DOUBLE EAGLE

Eagle Signature Maneuver

By using both hands in the Eagle Claw style, you are better able to disarm an opponent.

Prerequisite: Eagle.

Effect: You gain a +2 to hit on disarm attacks and opposed attack rolls.

EAGLE CLAW

Eagle Signature Maneuver

You hold your hand like a claw and attack with the points of your fingers.

Prerequisite: Pressure Points 5 Ranks, Eagle, Double Eagle.

Effect: You gain a +2 bonus to Pressure Points skill checks and a +2 bonus to damage on a successful Pressure Points check.

EIGHT-LIMBED ATTACK

Thai Kickboxing Signature Maneuver

You appear to attack your opponent from all directions.

Prerequisite: Thai Kickboxing, Elbow Slam, Head Butt.

Effect: By taking a -2 penalty to all attacks made this round, you may make an Elbow Slam as an additional attack at your highest base attack bonus (-2). By taking a -4 penalty to all attacks made this round, you may make an Elbow Slam and a Head Butt attack at your base attack bonus (-4).

FALL-DOWN DRUNK

Drunken Master Signature Maneuver

You literally fall down, either to Dodge an attack or deliver a surprise attack—your opponent can never be sure.

Prerequisite: Drunken Master, Stagger, any other Drunken Master Maneuver.

Effect: You may make a Bluff check (vs. your opponent's Sense Motive) to gain a +1 Dodge bonus to Defense by "falling" out of the way of an attack. Alternately, you can "fall" but roll out of it immediately and attack your opponent. This use of the Fall-Down Drunk feat grants the character a +1 to hit and a +2 circumstance bonus to the Bluff skill for feinting.

FAJING

Shao-Lin Signature Maneuver

You release your inner strength in an explosive burst of power.

Prerequisites: Shao-Lin Kung Fu, Ki, Inner Strength, Chan Si Bong.

Effect: When you use your Inner Strength feat, you gain a bonus to your Strength equal to your Wisdom modifier +4.

FLOAT LIKE A BUTTERFLY

Boxing Signature Maneuver

You dance around your opponent, raining fast punches from seemingly every direction.

Prerequisite: Boxing, Jab, Dodge.

Effect: You gain a +2 Dodge bonus to Defense. As long as you use maneuvers that may be used more than once per round, you may make an extra boxing attack at your highest base attack bonus. However, this extra attack and all subsequent attacks you make this round suffer a -2 penalty to hit.

FOUETTE FIGURE (FWEY-TEY FEE-GURE)

Savate Signature Maneuver

You deliver a Circle Kick to your opponent's temple.

Prerequisites: Savate, Circle Kick.

Effect: If you score a critical hit on a Circle Kick attack, the attack is treated as a Knockout Blow in addition to inflicting normal damage.

GINGA

Capoeira Signature Stance

The "stance" of Capoeira is a continuous motion, flowing from the art's dance origins. This motion can easily bring the Capoeirista into attack or defense posture.

Prerequisite: Capoeira, Perform (dance) 5 Ranks.

Effect: This stance grants you a +1 Dodge bonus to Defense and a +2 bonus to Initiative.

IAIJUTSU STRIKE

Kendo Signature Maneuver

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

Prerequisite: Kendo, Iaijutsu, BAB 4+.

Effect: If you hit an opponent flat-footed because he has not acted yet in combat (in other words, only in the first round of combat), you gain +2d6 bonus damage to your attack. This bonus does not stack with any sneak-attack ability you may have.

IMPROVED IAIJUTSU STRIKE

Kendo Signature Maneuver

You have mastered the art of Iaijutsu, becoming one with your weapon.

Prerequisite: Kendo, Iaijutsu Strike, BAB 9+.

Effect: If you hit an opponent flat-footed because he has not acted yet in combat (in other words, only in the first round of combat), you gain +2d6 bonus damage to your attack. This bonus stacks with the bonus from Iaijutsu Strike but not with any sneak-attack bonus you may have.

CHAPTER 2: MARTIAL ARTS

LEOPARD CROUCH

Leopard Signature Stance

You crouch and then spring forward to attack.

Prerequisite: Leopard.

Effect: You gain a +2 bonus to initiative and a +2 bonus to your Jump skill.

LEOPARD PUNCH

Leopard Signature Maneuver

You punch with your hand held like a paw (with the fingers bent at the middle joint rather than the third and striking with the foreknuckles) for greater effect.

Prerequisites: Leopard, Jab.

Effect: Your punch damage is increased by one die size (e.g. from 1d4 to 1d6). Unlike most maneuvers, the Leopard Punch may be combined with any Punch maneuver (so you can “Leopard Jab,” gaining +2 to hit, with your punch damage increased by one die size).

MEIA LUA DE FRENTE

Capoeira Signature Maneuver

The “front half moon” is a deadly spinning kick characteristic of the beautiful acrobatic style of the Capoeirista.

Prerequisites: Capoeira, Ginga, Circle Kick.

Effect: Your Circle Kick inflicts an extra die of damage (e.g. if your kick damage with a Circle Kick is 1d8, this attack inflicts 2d8 points of damage). You may only perform this maneuver once per round.

NO HOLDS BARRED

School of Hard Knocks Signature Maneuver

You don’t believe in rules when it comes to fighting.

Prerequisites: School of Hard Knocks.

Effect: Once per round, you may make a Cheap Shot attack at your opponent, inflicting +1d6 damage. If you are a Bad-Ass Barroom Brawler, this damage adds to your Cheap Shot damage.

NUKITE ZUKI

Karate Signature Maneuver

Also called “the spear-hand,” this is a dangerous variation of the Ridgehand technique.

Prerequisites: Karate, Ridgehand.

Effect: Your Ridgehand attacks have their threat range increased by one and inflict triple damage on a critical hit.

ONE INCH PUNCH

Jeet Kune Do Signature Maneuver

This is an explosive attack generated without drawing back the fist at all.

Prerequisite: Jeet Kune Do, Short Power.

Effect: This maneuver causes your Short Power attack to inflict an extra die of damage.

PAK ANTARI

Hapkido Signature Maneuver

The outside crescent kick is a signature Hapkido attack.

Prerequisite: Hapkido, Circle Kick.

Effect: Your Circle Kick attacks are +2 to hit, and their damage is increased by one die size (e.g. from 1d8 to 1d10). You may only perform this maneuver once per round.

POUNCE

Panther Signature Maneuver

Your charge attacks also have a chance to put your opponent on the ground.

Prerequisite: Panther Style Feat, Advanced Rush.

Effect: You gain a Trip attack as an attack of opportunity on any target you successfully hit with a charge attack.

PYONG-HI-SOGI

TaeKwonDo Signature Stance

The “ready stance” of TaeKwonDo.

Prerequisite: TaeKwonDo.

Effect: You gain a +2 bonus to Defense and a +1 to hit on all kick attacks.

SAHBLAT

Pentjak Silat Signature Maneuver

This is the dreaded “torture strike,” a maneuver that makes many fear the Silat Guru in battle.

Prerequisites: Pressure Points 5 ranks, Ki.

Effect: You may add a damage bonus to Pressure Points damage equal to your Wisdom bonus.

SHADOW

Ninjutsu Signature Maneuver

The Ninja is able to vanish as though he were never there.

Prerequisite: Ninjutsu, Hide 6 Ranks, Move Silently 6 Ranks.

Effect: You may hide in plain sight at will.

SHADOW WARRIOR

Ninjutsu Signature Maneuver

The Ninja leaves no trace; he becomes rumor incarnate.

Prerequisite: Ninjutsu, Shadow, Hide 10 Ranks, Move Silently 10 Ranks.

Effect: You leave very little evidence behind you. The DC of any Survival check to track you or any Investigate check to find fingerprints or trace evidence of your presence have their DC increased by 10 (so if an Investigate check of 15 was needed to find evidence you were there, the DC becomes 25).

SHUTO-UCHI

Karate Signature Maneuver

This is a knife hand strike, a very potent and dangerous maneuver.

CHAPTER 2: MARTIAL ARTS

Prerequisites: Karate, Ridgehand.

Effect: Your Ridgehand attacks inflict an extra die of damage. You may only use this maneuver once per round.

SIKU PERISAI

Pentjak Silat Signature Maneuver

The Siku Perisai is a hard elbow block, combining attack and defense. You literally intercept the incoming attack on your elbow.

Prerequisites: Block, Block-Improved, Pentjak Silat

Effect: If you successfully block an attack with an attack or full-round action you may make an elbow attack against your opponent as an attack of opportunity for each attack you successfully block. Further, all elbow attacks made with this feat inflict an extra die of damage. This feat does not allow you to make more attacks of opportunity than you are normally entitled to.

STAGGER

Drunken Master Signature Stance

By appearing to weave and stagger in an unpredictable fashion, you make yourself a very difficult target and make your attacks harder to predict.

Prerequisite: Bluff 5 Ranks, Drunken Master.

Effect: You gain a +1 Dodge bonus to your Defense and a +2 competence bonus to your Bluff skill for feinting purposes.

STALKING PANTHER

Panther Signature Stance

You circle your prey like a stalking cat, suddenly rushing forward to attack when you see an opening, then resuming your circling.

Prerequisite: Panther, Sense Motive 5 Ranks.

Effect: While circling (a Move action), you gain a +2 Dodge bonus to Defense. When you attack by making a charge, you gain a +2 bonus to hit. Each round, you may only gain one of these bonuses, but as long as you are using this stance, you may freely switch from one bonus to the other as a free action once during your turn.

STING LIKE A BEE

Boxing Signature Maneuver

You close on your target and test his chin.

Prerequisite: Boxing, Haymaker, Power Attack, Float Like a Butterfly.

Effect: Every blow you land that may only be used once per round (e.g. Uppercut, Haymaker) acts like a Knockout blow in addition to inflicting normal damage. If you make a critical on an attack with this maneuver while using Power Attack to increase your damage, the damage bonus from Power Attack is added to the DC to save against the Knockout effect.

TALL MONKEY

Monkey Signature Stance

You stand tall (unusual for the Monkey Style) to make powerful, long range punch attacks.

Prerequisite: Monkey, Jab.

Effect: You gain a +2 to hit on Jab and Hook attacks. If you adopt this stance after the Angry Monkey stance, your opponent is flat-footed for one round unless he succeeds at a Sense Motive check (opposed by your Bluff check). You may only use this tactic once per battle. This special feint is a free action for the attacker.

TEISHO

Jujutsu Signature Maneuver

You strike your opponent with the heel of your palm.

Prerequisite: Jujutsu, Jab.

Effect: Your Jab attacks inflict an extra die of damage. You may only perform this maneuver once per round.

TIGER CLAW

Tiger Signature Maneuver

You rake and scratch like an attacking tiger.

Prerequisites: Tiger.

Effect: Anytime you score a critical hit with a punch attack, the target must succeed at a Fortitude save (DC 15 + your Strength modifier) or be blinded for 1-4 rounds.

TIGER STANCE

Tiger Signature Stance

You are more at home fighting down low than standing upright.

Prerequisite: Tiger, Ground Fighting, Advanced Ground Fighting.

Effect: You gain a +1 to hit and a +2 Defense bonus when prone.

TWI O-CHA-GI

TaeKwonDo Signature Maneuver

This is a devastating jump kick.

Prerequisite: TaeKwonDo, Jump Kick.

Effect: You gain a +2 attack and damage bonus to all Jump and Flying Kick attacks.

VALE TUDO

School of Hard Knocks Signature Maneuver

Brazilian for “anything goes,” this type of fighting is even more extreme than No Holds Barred fighting.

Prerequisites: School of Hard Knocks, No Holds Barred.

Effect: Your Cheap Shot damage is increased an extra +1d6. This ability adds to the Cheap Shot damage of the Bad-Ass Barroom Brawler.

CHAPTER 2: MARTIAL ARTS

ZEN ARCHERY

Kyudo Signature Maneuver

One of the most amazing expressions of the art of Zen is the ability to strike the bull's-eye of a target while blindfolded.

Prerequisite: Kyudo, Zen, Blind-Fight, Concentration 8 ranks

Effect: This feat allows the Blind-fight feat to apply to bow attacks, also all concealment percentages due to blindness or darkness are reduced by 20%.

Normal: Blind-fight normally only aids melee attacks.



KI FEATS

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

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

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

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

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

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

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

"Then I am not leaving, either."

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

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

"What would make you think that?"

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

embarrassment.

Looking over at the gym bag on the bed next to Brianna's, Katsumoto suddenly turned serious. "Just a feeling I had, young lady. But there is something about this little 'barbaric spectacle,' as you call it, that you need to be aware of. You might know what you were getting into, but others here do not, and we will all bear the responsibility if anyone is killed."

The feats in this chapter should be considered a form of FX, and will not be allowed in all campaigns. Characters wishing to take one of these feats should consult with their GM. Characters may call on their Ki a number of times per day equal to their Wisdom modifier. Contemplative Masters and Martial Arts Masters with Ki Masteries may be able to call on Ki more often. Any character with the Ki feat may spend an Action Point to call on his Ki more than the prescribed number of times each day (each Action Point allows Ki to be tapped one additional time).

BUSHIDO

You are willing to die. Literally. Since the most dangerous opponent is the man with nothing to lose and nothing to fear, You are one of the most dangerous opponents on any battlefield, past or present.

Prerequisite: BAB 10+, Ki, Inner Strength, Inner Power.

Effect: You may voluntarily lower your Defense and add those points to one of the following: your Initiative, Attack, or Damage rolls. The maximum amount you can subtract from your Defense is an amount equal to your BAB.

Special: Bushido cannot be learned by characters whose only martial arts style is a non-aesthetic style.

GREAT KIAI

Your inner spirit has a devastating effect on a weak-minded enemy.

Prerequisites: Ki, Kiai.

Effect: Great Kiai has the same effect as Kiai, with one additional element: if your opponent fails his save, he is flat-footed for a number of rounds equal to 1 plus your Charisma 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. Calling on Ki is a move-equivalent action.

Special: Great Kiai cannot be learned by characters whose only martial arts style is a non-aesthetic style.

HYPNOTIC GESTURES

By weaving your hands or weapons in intricate patterns, you fascinate your opponent, rendering him vulnerable.

Prerequisites: Ki and one of the following: Arnis, Cobra, Ninjutsu.

Effect: You fascinate up to 2d4 HD of creatures for as long as you maintain your gestures. Once you stop making hypnotic gestures, the effects wear off in two rounds, giving you time to either attack your foes or make a Hide check.

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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: Hypnotic Gestures cannot be learned by characters whose only martial arts style is a non-aesthetic style.

INNER PEACE

Your inner strength allows you to ignore fatigue, hunger, thirst, and other deprivations of the body.

Prerequisite: Ki, Inner Strength, Wisdom 15+.

Effect: Anytime you would take damage from the environment (starvation, thirst, heat, cold, etc.), you may call on your Ki to ignore that damage. The effect of using this ability while you are fatigued or exhausted is equivalent resting a number of hours equal to your Wisdom modifier. You can still only use your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

Normal: See “The Environment” and “Starvation and Thirst” on page 213 of the *d20 Modern Roleplaying Game* for information on the normal effects of the environment on characters.

Special: Inner Peace cannot be learned by characters whose only martial arts style is a non-aesthetic style.

INNER POWER

Your inner strength allows you to perform feats of strength an ordinary man would find impossible.

Prerequisite: Ki, Inner Strength, Concentration 5 ranks.

Effect: You may add your Wisdom modifier to your Strength. This duration is 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: Inner Power cannot be learned by characters whose only martial arts style is a non-aesthetic style.

INNER STRENGTH

Your mastery of Ki makes it very difficult to rattle or manipulate you.

Prerequisite: Ki

Effect: You may reroll any Will saving throw and take the best result. This ability also allows you to reroll a Level check to resist Intimidation. 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: Inner Strength cannot be learned by characters whose only martial arts style is a non-aesthetic style.

KI

You have begun to explore the mysteries of your inner power.

Prerequisites: Wisdom 13+.

Effect: You may call on your Ki for calm while under stress. This allows you to respond to changing conditions



on the battlefield more quickly than those who lose their composure. You may add your Wisdom modifier to any attack, initiative, or skill check. You may call on your Ki a number of times per day equal to your Wisdom modifier. Calling on Ki is a move-equivalent action.

Special: Ki cannot be learned by characters whose only martial arts style is a non-aesthetic style.

KIAI

You can emit a startling war-cry in combat to rattle your opponent and gain an advantage.

Prerequisites: Ki.

Effect: Once per battle, you may emit a Kiai Shout, which renders your target flat-footed for one round unless he succeeds in a Will save (DC 15 + your Charisma 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

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your Wisdom modifier. Calling on Ki is a move-equivalent action.

Special: Kiai cannot be learned by characters whose only martial arts style is a non-aesthetic style.

WUXIA

You are capable of tremendous leaps that can approach flight.

Prerequisite: Ki, Inner Strength, Concentration 8 ranks.

Effect: You add your Concentration skill to your Jump skill. This ability has a duration in rounds equal to your concentration skill. Also, your maximum jumping distance is not limited by your speed or height. Furthermore, your jumping distance is not counted against your speed moved for the round, allowing you to cover a tremendous amount of ground in a short period of time with this ability. Each use of 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. Calling on Ki is a move-equivalent action.

Special: Wuxia may not be learned by characters whose only martial arts style is a non-aesthetic style.



"Well, you know how Japanese men are."

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

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

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

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

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

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

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

"Shimatta!"

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

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

Although characters can (and likely will), "dabble" in the martial arts, there are those who devote their lives to the exploration of the peculiarities of a specific style, mastering it, molding their bodies and minds to be the living embodiment of that style. These are the Martial Arts Masters. They study in dojos and gymnasiums across the world, always seeking perfection. There are as many types of Martial Arts Masters as there are martial arts. The list of styles below is by no means exhaustive, and GMs are encouraged to design new styles based on their own research and personal experience.

Each style mastery has two lists: Mastery Abilities and Bonus Feats. These are the abilities gained by Martial Arts Masters as they rise in level. Also included is the Contemplative Mastery "style." This notes the additional abilities available to the Contemplative Master advanced class as the character rises in level.

AIKIDO

Mastery: Accurate Grapple 1, Accurate Grapple 2, Acrobatics Mastery 1, Block Mastery 1, Block Mastery 2, Block Mastery 3, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3.

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Disarm Block, Improved Block, Lock Block, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Elusive Target, Hip Throw, Improved Combat Throw, Improved Initiative, Instant Stand, Lightning Reflexes, Mobility, Momentum Throw, Spring Attack, Poise, Unbalance Opponent.

ARNIS

Mastery: Block Mastery 1, Block Mastery 2, Hard Escrima Stick 1, Pressure Points 1, Pressure Points 2, Pressure Points 3, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Advanced Two-Weapon Fighting, Athletic, Blind-fight, Block, Improved Block, Body Blow, Cleave, Combat Expertise, Combat Reflexes, Dodge, Hook, Improved Initiative, Jab, Mobility, Nerve Strike, Numbing Strike, Power Attack, Spring Attack, Weapon Focus.

BOAR

Mastery: Accurate Grapple 1, Accurate Grapple 2, Accurate Grapple 3, Block Mastery 1, Hard Grapple 1, Hard Grapple 2, Hard Grapple 3, Hard Head 1, Hard Head 2.

Bonus Feats: Advanced Rush, Athletic, Bear Hug, Block, Improved Block, Lock Block, Body Blow, Combat Reflexes, Combat Throw, Great Fortitude, Head Butt, Heart Punch, Improved Combat Throw, Improved Damage Threshold, Jab, Poise, Power Attack, Rush.

BOXING

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Block Mastery 1, Block Mastery 2, Hard Punch 1,

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Hard Punch 2, Hard Punch 3, Stunning Punch 1.

Bonus Feats: Athletic, Banter, Block, Improved Block, Body Blow, Combat Reflexes, Counterstrike, Endurance, Great Fortitude, Haymaker, Head Butt, Hook, Improved Damage Threshold, Improved Feint, Improved Knockout Punch, Jab, Kidney Punch, Knockout Punch, Power Attack, Renown, Toughness, Uppercut, Windfall.

CAPOEIRA

Mastery: Acrobatics Mastery 1, Acrobatics Mastery 2, Acrobatics Mastery 3, Accurate Kick 1, Accurate Kick 2, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3, Hard Kick 1.

Bonus Feats: Acrobatic, Alertness, Archaic Weapons Proficiency, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Dodge Roll, Flying Kick, Jab, Jump Kick, Leg Sweep, Lightning Reflexes, Mobility, Poise, Snap Kick, Spring Attack, Weapon Focus (knife, machete, or staff).

CAT

Mastery: Accurate Punch 1, Acrobatics Mastery 1, Acrobatics Mastery 2, Acrobatics Mastery 3, Block Mastery 1, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3, Shadow Mastery 1.

Bonus Feats: Acrobatic, Alertness, Athletic, Attentive, Back Kick, Blind-Fight, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Dodge Roll, Elusive Target, Improved Initiative, Instant Stand, Jab, Jump Kick, Mobility, Nimble, Poise, Spring Attack, Stealthy, Unbalance Opponent.

COBRA

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Hard Punch 1, Pressure Points 1, Pressure Points 2, Pressure Points 3, Stunning Punch 1, Stunning Punch 2.

Bonus Feats: Alertness, Athletic, Block, Disarm Block, Improved Block, Lock Block, Body Blow, Box Ears, Combat Expertise, Combat Reflexes, Deceptive, Heart Punch, Hook, Hypnotic Gestures, Improved Initiative, Jab, Kidney Punch, Nimble, Poise, Silencing Strike, Stealthy.

COMMANDO TRAINING

Mastery: Accurate Kick 1, Accurate Punch 1, Accurate Punch 2, Block Mastery 1, Dirty Tricks 1, Dirty Tricks 2, Dirty Tricks 3, Hard Kick 1, Hard Punch 1

Bonus Feats: Advanced Firearms, Alertness, Armor Proficiency (light), Athletic, Burst Fire, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Double Tap, Far Shot, Heart Punch, Hip Throw, Hook, Jab, Kidney Punch, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Rush, Silencing Strike, Stealthy, Weapon Focus.

CONTEMPLATIVE

Mastery: Acrobatics Mastery 1, Ki Mastery 1, Ki Mastery 2, Ki Mastery 3, Pressure Points 1, Pressure Points 2, Pressure Points 3, Shadow Mastery 1, Shadow Mastery 2.

Bonus Feats: Animal Affinity, Attentive, Blind-Fight, Disarm Block, Lock Block, Focused, Hypnotic Gestures, Inner Peace, Inner Power, Inner Strength, Instant Stand, Iron Will, Ki, Kiai, Great Kiai, Surgery, Zen Archery.

DRAGON

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Acrobatics Mastery 1, Block Mastery 1, Block Mastery 2, Block Mastery 3, Hard Kick 1, Hard Kick 2.

Bonus Feats: Acrobatic, Archaic Weapons – Chinese, Archaic Weapons – Japanese, Axe Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Flying Kick, Heel Kick, Jab, Jump Kick, Poise, Power Attack, Snap Kick, Thigh Kick, Toughness, Weapon Focus.

DRUNKEN MASTER

Mastery: Acrobatics Mastery 1, Acrobatics Mastery 2, Dirty Tricks 1, Dirty Tricks 2, Dirty Tricks 3, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3, Hard Kick 1.

Bonus Feats: Acrobatic, Alertness, Athletic, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Deceptive, Dodge, Dodge Roll, Elusive Target, Endurance, Eye Gouge, Ground Fighting, Advanced Ground Fighting, Head Butt, Immovable, Instant Stand, Jab, Jump Kick, Leg Sweep, Mobility, Snap Kick, Spring Attack, Unbalance Opponent, Uppercut.

EAGLE

Mastery: Accurate Disarm 1, Accurate Disarm 2, Accurate Disarm 3, Block Mastery 1, Block Mastery 2, Pressure Points 1, Pressure Points 2, Pressure Points 3, Stunning Punch 1.

Bonus Feats: Alertness, Athletic, Block, Disarm Block, Improved Block, Body Blow, Box Ears, Combat Expertise, Combat Reflexes, Dodge, Heart Punch, Hook, Improved Initiative, Improved Knockout Punch, Instant Stand, Jab, Kidney Punch, Knockout Punch, Poise, Power Attack.

FENCING

Mastery: Block Mastery 1, Block Mastery 2, Block Mastery 3, Dodge Mastery 1, Dodge Mastery 2, Hard Rapier 1, Weapon Master 1, Weapon Master 2, Weapon Master 3.

Bonus Feats: Agile Riposte, Block, Improved Block, Disarm Block, Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Feint, Mobility, Poise, Power Attack, Rush, Advanced Rush, Two-Weapon Fighting, Weapon Focus.

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GATKA

Mastery: Block Mastery 1, Block Mastery 2, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3, Hard Weapon 1, Weapon Master 1, Weapon Master 2, Weapon Master 3.

Bonus Feats: Block, Improved Block, Poise, Advanced Two-Weapon Fighting, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Power Attack, Toughness, Two-Weapon Fighting, Weapon Finesse.

HAPKIDO

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Accurate Throw 1, Acrobatics Mastery 1, Acrobatics Mastery 2, Hard Kick 1, Hard Kick 2, Hard Kick 3.

Bonus Feats: Acrobatic, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Flying Kick, Hip Throw, Instant Stand, Jab, Jump Kick, Leg Sweep, Lightning Reflexes, Mobility, Momentum Throw, Poise, Snap Kick, Spring Attack.

JEET KUNE DO

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Punch 1, Accurate Punch 2, Block Mastery 1, Block Mastery 2, Block Mastery 3, Hard Punch 1, Hard Kick 1.

Bonus Feats: Acrobatic, Athletic, Back Kick, Banter, Block, Disarm Block, Improved Block, Combat Expertise, Combat Reflexes, Counterstrike, Improved Counterstrike, Dodge, Improved Initiative, Instant Stand, Jab, Jump Kick, Kidney Punch, Leg Sweep, Lightning Reflexes, Mobility, Ridgehand, Snap Kick, Spring Attack, Uppercut.

JUJUTSU

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Grapple 1, Accurate Grapple 2, Accurate Grapple 3, Hard Kick 1, Hard Kick 2, Hard Kick 3, Hard Grapple 1.

Bonus Feats: Alertness, Athletic, Axe Kick, Back Kick, Block, Improved Block, Lock Block, Body Blow, Choke Hold, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Heart Punch, Instant Stand, Jab, Jump Kick, Kidney Punch, Knockout Punch, Leg Sweep, Lightning Reflexes, Mobility, Poise, Power Attack, Ridgehand, Snap Kick, Uppercut.

KARATE

Mastery: Accurate Kick 1, Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Block Mastery 1, Hard Kick 1, Hard Punch 1, Hard Punch 2, Hard Punch 3.

Bonus Feats: Acrobatic, Alertness, Archaic Weapons – Japanese, Athletic, Axe Kick, Block, Improved Block, Body Blow, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Heart Punch, Immovable, Instant Stand, Jab, Kidney Punch, Leg Sweep, Poise, Power Attack, Ridgehand, Snap Kick, Sunder, Toughness.

KENDO

Mastery: Block Mastery 1, Block Mastery 2, Block Mastery 3, Dodge Mastery 1, Hard Katana 1, Stunning Strike 1, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Agile Riposte, Athletic, Blind-Fight, Block, Improved Block, Bushido, Cleave, Combat Expertise, Combat Reflexes, Counterstrike, Dodge, Great Cleave, Iaijutsu, Improved Two-Weapon Fighting, Poise, Power Attack, Quick Draw, Toughness, Two-Weapon Fighting, Weapon Focus.

KOBUJUTSU

Mastery: Block Mastery 1, Dirty Tricks 1, Disarm Mastery 1, Disarm Mastery 2, Disarm Mastery 3, Stunning Attack 1, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Advanced Two-Weapon Fighting, Agile Riposte, Alertness, Athletic, Blind-Fight, Block, Improved Block, Disarm Block, Body Blow, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Two-Weapon Fighting, Jab, Karate, Mobility, Poise, Snap Kick, Stealthy, Weapon Focus.

KUNG FU

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Acrobatics Mastery 1, Hard Kick 1, Hard Kick 2, Hard Kick 3.

Bonus Feats: Acrobatic, Alertness, Athletic, Axe Kick, Back Kick, Blind-Fight, Block, Improved Block, Choke Hold, Circle Kick, Cobra, Combat Expertise, Combat Reflexes, Dragon, Drunken Master, Flying Kick, Heart Punch, Heel Kick, Instant Stand, Jab, Jump Kick, Leopard, Power Attack, Ridgehand, Snap Kick, Tiger, White Crane.

KYUDO

Mastery: Dodge Mastery 1, Dodge Mastery 2, Pressure Points 1, Pressure Points 2, Pressure Points 3, Shadow Mastery 1, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Alertness, Athletic, Blind-Fight, Block, Improved Block, Combat Expertise, Dead Aim, Far Shot, Iaijutsu, Nerve Strike, Numbing Strike, Point Blank Shot, Precise Shot, Weapon Focus.

LEOPARD

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Accurate Kick 1, Block Mastery 1, Block Mastery 2, Hard Punch 1, Hard Punch 2, Hard Punch 3.

Bonus Feats: Acrobatic, Advanced Rush, Alertness, Athletic, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Flying Kick, Great Fortitude, Immovable, Instant Stand, Jab, Jump Kick, Mobility, Poise, Power Attack, Rush, Snap Kick, Stealthy.

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LUA

Mastery: Accurate Grapple 1, Accurate Grapple 2, Accurate Grapple 3, Block Mastery 1, Hard Grapple 1, Hard Grapple 2, Pressure Points 1, Pressure Points 2, Pressure Points 3.

Bonus Feats: Alertness, Athletic, Bear Hug, Block, Improved Block, Lock Block, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Ground Fighting, Hip Throw, Immovable, Improved Combat Throw, Nerve Strike, Numbing Strike, Power Attack.

MONKEY

Mastery: Accurate Kick 1, Accurate Punch 1, Acrobatics Mastery 1, Acrobatics Mastery 2, Acrobatics Mastery 3, Dirty Tricks 1, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3.

Bonus Feats: Acrobatic, Advanced Rush, Alertness, Athletic, Back Kick, Block, Improved Block, Box Ears, Combat Expertise, Combat Reflexes, Dodge, Dodge Roll, Drunken Master, Elusive Target, Immovable, Improved Initiative, Instant Stand, Jab, Leg Sweep, Mobility, Momentum Throw, Poise, Rush, Spring Attack, Stagger, Stealthy, Unbalance Opponent.

NAGINATA~DO

Mastery: Block Mastery 1, Block Mastery 2, Dodge Mastery 1, Dodge Mastery 2, Dodge Mastery 3, Hard Naginata 1, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Acrobatic, Agile Riposte, Alertness, Athletic, Blind-Fight, Block, Improved Block, Cleave, Combat Expertise, Combat Reflexes, Dodge, Dodge Roll, Instant Stand, Mobility, Spring Attack, Power Attack.

NINJUTSU

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Punch 1, Dirty Tricks 1, Dirty Tricks 2, Dodge Mastery 1, Dodge Mastery 2, Shadow Mastery 1, Shadow Mastery 2.

Bonus Feats: Acrobatic, Alertness, Archaic Weapons – Japanese, Athletic, Blind-Fight, Box Ears, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Deceptive, Dodge, Frightful Presence, Head Butt, Heart Punch, Improved Initiative, Instant Stand, Kidney Punch, Low Profile, Mobility, Nimble, Poise, Silencing Strike, Stealthy.

PANTHER

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Accurate Punch 1, Hard Kick 1, Hard Kick 2, Shadow Mastery 1, Shadow Mastery 2, Shadow Mastery 3.

Bonus Feats: Alertness, Athletic, Back Kick, Blind-Fight, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Ground Fighting, Advanced Ground Fighting, Heel Kick, Hook, Improved Damage Threshold, Improved Initiative, Jab, Jump Kick, Leg Sweep,

Poise, Power Attack, Rush, Advanced Rush, Snap Kick, Stealthy, Thigh Kick, Toughness, Track.

PENTJAK SILAT

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Pressure Points 1, Pressure Points 2, Pressure Points 3, Stunning Strike 1, Stunning Strike 2, Weapon Mastery 1 (Weapons from Indonesian weapons group only).

Bonus Feats: Acrobatic, Alertness, Archaic Weapons – Indonesian, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Elbow Slam, Heel Kick, Immovable, Jab, Jump Kick, Leg Sweep, Nerve Strike, Poise, Snap Kick, Two-Weapon Fighting, Weapon Focus, Weapon Finesse.

PRAYING MANTIS

Mastery: Accurate Elbow 1, Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Hard Kick 1, Hard Kick 2, Pressure Points 1, Pressure Points 2, Pressure Points 3.

Bonus Feats: Alertness, Athletic, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Elbow Slam, Heel Kick, Immovable, Improved Initiative, Instant Stand, Jab, Mobility, Nerve Strike, Numbing Strike, Poise, Power Attack, Shao-Lin Kung Fu, Snap Kick, Stealthy.

PYTHON

Mastery: Accurate Grapple 1, Accurate Grapple 2, Accurate Grapple 3, Block Mastery 1, Block Mastery 2, Hard Grapple 1, Hard Grapple 2, Hard Grapple 3, Shadow Mastery 1.

Bonus Feats: Alertness, Athletic, Bear Hug, Block, Improved Block, Lock Block, Choke Hold, Combat Expertise, Combat Reflexes, Dodge, Endurance, Eye Gouge, Ground Fighting, Advanced Ground Fighting, Immovable, Improved Damage Threshold, Jab, Nimble, Pentjak Silat, Poise, Shao-Lin Kung Fu, Stealthy, Toughness.

ROSS

Mastery: Accurate Grapple 1, Accurate Grapple 2, Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Hard Grapple 1, Hard Punch 1, Hard Punch 2, Hard Punch 3.

Bonus Feats: Athletic, Bear Hug, Block, Improved Block, Body Blow, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Haymaker, Hip Throw, Hook, Improved Combat Throw, Jab, Power Attack, Toughness, Uppercut.

SAVATE

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Acrobatics Mastery 1, Acrobatics Mastery 2, Block Mastery 1, Hard Kick 1, Hard Kick 2, Hard Kick 3.

Bonus Feats: Acrobatic, Archaic Weapons Proficiency, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge,

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Flying Kick, Heel Kick, Immovable, Instant Stand, Jab, Jump Kick, Leg Sweep, Power Attack, Snap Kick, Thigh Kick.

SCHOOL OF HARD KNOCKS

Mastery: Accurate Punch 1, Accurate Kick 1, Block Mastery 1, Dirty Tricks 1, Dirty Tricks 2, Dirty Tricks 3, Dodge Mastery 1, Hard Punch 1, Hard Kick 1.

Bonus Feats: Athletic, Bear Hug, Box Ears, Choke Hold, Combat Reflexes, Eye Gouge, Haymaker, Hook, Improved Brawl, Improved Damage Threshold, Improvised Weapon Proficiency, Kidney Punch, Toughness, Uppercut.

SCORPION

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Hard Punch 1, Pressure Points 1, Pressure Points 2, Pressure Points 3, Stunning Attack 1, Stunning Attack 2.

Bonus Feats: Alertness, Athletic, Block, Improved Block, Body Blow, Box Ears, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Heart Punch, Hip Throw, Immovable, Improved Combat Throw, Jab, Mobility, Nerve Strike, Nimble, Numbing Strike, Spring Attack.

SHAO-LIN

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Dodge Mastery 1, Hard Kick 1, Hard Kick 2, Shadow Mastery 1, Shadow Mastery 2, Shadow Mastery 3.

Bonus Feats: Acrobatic, Archaic Weapons – Chinese, Athletic, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Flying Kick, Heel Kick, Immovable, Jab, Jump Kick, Leg Sweep, Ridgehand, Snap Kick, Stealthy, Thigh Kick.

SOJITSU

Mastery: Block Mastery 1, Block Mastery 2, Block Mastery 3, Dodge Mastery 1, Hard Spear 1, Weapon Mastery 1, Weapon Mastery 2, Weapon Mastery 3.

Bonus Feats: Agile Riposte, Alertness, Athletic, Block, Improved Block, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Power Attack, Weapon Focus.

SUMO WRESTLING

Mastery: Accurate Grapple 1, Accurate Grapple 2, Accurate Grapple 3, Accurate Punch 1, Accurate Punch 2, Hard Grapple 1, Hard Grapple 2, Hard Grapple 3, Hard Punch 1.

Bonus Feats: Bear Hug, Block, Improved Block, Lock Block, Box Ears, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Heart Punch, Hip Throw, Hook, Immovable, Improved Combat Throw, Improved Damage Threshold, Jab, Power Attack, Renown, Toughness, Windfall.

TAEKWONDO

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Acrobatics Mastery 1, Acrobatics Mastery 2, Dodge Mastery 1, Hard Kick 1, Hard Kick 2, Hard Kick 3.

Bonus Feats: Acrobatic, Archaic Weapons – Korean, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Flying Kick, Hapkido, Heel Kick, Immovable, Improved Initiative, Instant Stand, Jump Kick, Leg Sweep, Snap Kick, Thigh Kick.

THAI KICKBOXING

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Block Mastery 1, Hard Kick 1, Hard Kick 2, Hard Kick 3, Hard Punch 1, Hard Punch 2.

Bonus Feats: Block, Improved Block, Body Blow, Circle Kick, Elbow Slam, Haymaker, Head Butt, Heart Punch, Heel Kick, Hook, Instant Stand, Jab, Kidney Punch, Leg Sweep, Snap Kick, Thigh Kick, Uppercut.

TIGER

Mastery: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Acrobatics Mastery 1, Block Mastery 1, Block Mastery 2, Hard Punch 1, Hard Punch 2, Hard Punch 3.

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Improved Block, Body Blow, Combat Expertise, Combat Reflexes, Elusive Target, Eye Gouge, Ground Fighting, Haymaker, Heart Punch, Hook, Jab, Kidney Punch, Power Attack, Stealthy, Unbalance Opponent, Uppercut.

WHITE CRANE

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Acrobatics Mastery 1, Hard Kick 1, Hard Kick 2, Pressure Points 1, Pressure Points 2, Pressure Points 3.

Bonus Feats: Acrobatic, Alertness, Athletic, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Dodge Roll, Flying Kick, Heel Kick, Immovable, Improved Initiative, Instant Stand, Jump Kick, Leg Sweep, Mobility, Snap Kick, Spring Attack, Thigh Kick.

WING CHUN

Mastery: Accurate Kick 1, Accurate Kick 2, Accurate Kick 3, Block Mastery 1, Hard Kick 1, Hard Kick 2, Hard Kick 3, Weapon Mastery 1, Weapon Mastery 2.

Bonus Feats: Acrobatic, Archaic Weapons – Chinese, Athletic, Back Kick, Block, Improved Block, Circle Kick, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Heel Kick, Immovable, Improved Two-Weapon Fighting, Instant Stand, Jab, Jump Kick, Leg Sweep, Ridgehand, Snap Kick, Thigh Kick, Two-Weapon Fighting, Weapon Focus, Weapon Finesse.

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MASTERY DEFINITIONS

Mastery abilities are the most advanced techniques available to students of the martial arts. They allow practitioners to increase the accuracy and power of their martial arts attacks. All mastery abilities stack with each other, and each ability up the mastery “trees” requires the one beneath it.

Level 3 Mastery abilities are the most potent abilities of all. At first glance, it might seem that these abilities are not balanced. However, keep in mind that since a Martial Arts Master only gains five Mastery abilities, (see the Contemplative Master and Martial Arts Master Advanced Classes) no character can ever have more than one level 3.

ACCURATE STRIKE 1

You gain a +1 Base Attack Bonus to the designated attack. If you apply this ability to Grapple or Trip attacks, then the bonus also applies to any opposed check you are required to make.

ACCURATE STRIKE 2

You gain a +1 Base Attack Bonus to the designated attack.

ACCURATE STRIKE 3

You may designate one attack as a True Strike attack each round. This attack is unaffected by any Dodge bonuses to Defense and Blocking feats (including Counterstrike). Only the Level 3 Dodge Mastery and Level 3 Block Mastery abilities may be used to circumvent a True Strike attack.

ACROBATICS MASTERY 1

You gain a +1 to all Balance, Climb, Escape Artist, Jump, and Tumble skill checks.

ACROBATICS MASTERY 2

You gain a +1 to all Balance, Climb, Escape Artist, Jump, and Tumble skill checks.

ACROBATICS MASTERY 3

You may take 20 on Balance, Climb, Escape Artist, Jump, or Tumble checks once per round, even while under stress, and without taking any extra time (taking 20 normally takes 20 times as long).

BLOCK MASTERY 1

You gain a +1 Base Attack Bonus for blocking.

BLOCK MASTERY 2

You gain a +1 Base Attack Bonus for blocking.

BLOCK MASTERY 3

You may automatically Block one attack of your choice each round. This ability will even affect True Strike attacks granted by Accurate Strike Mastery.

DIRTY TRICKS 1

You render your target flat-footed for one attack per day.

DIRTY TRICKS 2

As above, except you may use the ability one additional time per day.

DIRTY TRICKS 3

One attack per day against a flat-footed opponent is automatically a critical.

DODGE MASTERY 1

You gain a +1 Dodge bonus to Defense against melee attacks.

DODGE MASTERY 2

You gain a +1 Dodge bonus to Defense against melee attacks.

DODGE MASTERY 3

Once per round, you may attempt to roll with a blow, making a Tumble check against any successful attack. If this Tumble check exceeds the attack roll, you only suffer minimum damage from this attack.

HARD STRIKE 1

The damage from the designated attack increases by one die size (e.g. from 1d4 to 1d6).

HARD STRIKE 2

The damage from the designated attack increases by one die size (e.g. from 1d4 to 1d6).

HARD STRIKE 3

Your attacks deal an extra die of damage (e.g. if your kick attacks deal 1d8, they now deal 2d8).

KI MASTERY 1

You may use your Ki one additional time per day.

KI MASTERY 2

You may use your Ki one additional time per day.

KI MASTERY 3

You may use your Ki to heal yourself of 1d4 points of damage plus an amount equal to your Wisdom modifier.

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PRESSURE POINTS 1

This ability allows you to use the Pressure Points skill an additional time per combat.

PRESSURE POINTS 2

This ability increases the damage bonus granted by Pressure Points by +1d6.

PRESSURE POINTS 3

You may use Pressure Points to blind or paralyze an opponent who fails a Fortitude save (DC 10 + your skill ranks in Pressure Points – target's level) for 1–4 rounds plus 1 round for every 5 ranks you have in the Pressure Points skill.

SHADOW MASTERY 1

You gain a +2 bonus to Hide and Move Silently skill checks.

SHADOW MASTERY 2

You gain a +2 bonus to Hide and Move Silently skill checks.

SHADOW MASTERY 3

You gain the Light Walk ability, which adds your ranks in the Hide skill to the DC of any tracking check made against you.

STUNNING STRIKE 1

Once per day, you can force an opponent hit by a Punch to make a Fortitude save (DC 10 + your Strength modifier + your level – target's level) or be stunned for 1–4 rounds.

STUNNING STRIKE 2

You may use your Stunning Strike one additional time per day.

WEAPON MASTERY 1

You gain a +1 to hit and damage with one melee weapon. Depending upon the style through which you gain this mastery, it may apply to one specific weapon or to a weapon of your choice (within the list of weapons taught by that specific martial arts style).

WEAPON MASTERY 2

You gain a +1 threat modifier with one melee weapon. Depending upon the style through which you gain this mastery, it may apply to one specific weapon or to a weapon of your choice (within the list of weapons taught by that specific martial arts style). However, this modifier must apply to the same weapon you chose for Weapon Mastery 1.

WEAPON MASTERY 3

Once per day, you may add your Martial Arts Master class level to one attack or damage roll with your chosen weapon.



CHAPTER 3: MARTIAL ARTS WEAPONS



CHAPTER: 3 MARTIAL ARTS WEAPONS

Both men spoke in unison, then downed their shot glasses. "Banzai!"

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

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

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

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

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

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

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

Katsumoto just nodded. "She hates us both."

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

"Banzai!"

Rather than placing all weapons of non-Western cultures into the exotic weapons category, *Blood and Fists* groups the weapons of different cultures along broad lines, simulating the grouping found in the Archaic Weapons group in the *d20 Modern Roleplaying Game*, but with a different cultural slant. Consider the *d20 Modern* Archaic Weapons to be the "Western European" Archaic Weapons group. In some cases, the weapons of a land are broken down into slightly smaller categories, thus the weapons of Kobujutsu are separated from the weapons of the Samurai in the case of Japanese weapons.

ASHIKO

The Ashiko were worn on the feet by Ninja, both as a climbing aid and as a weapon if needed. The wielder adds +2 to her Kick damage, and gains a +2 equipment bonus on Climb checks.

BALISONG

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

BO STAFF

(also on the Chinese list as the Pam)

The Bo Staff is typically six feet long (common practice is to cut the staff the same height as the wielder), and is used two-handed like a sword rather than like a traditional staff. Since the Bo is used two-handed, the wielder gains one-and-a-half times his Strength modifier when using it.

CHAIN

(also called Manriki-Gusari)

This weapon is one of the most difficult martial arts weapons to learn, but it is also one of the most powerful in the hands of the skilled user. The Chain may either be used as a reach weapon (with a reach of 10 feet) or a double weapon, and it grants the wielder a +2 equipment bonus on Trip and Disarm attacks.

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

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

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

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

CHAKRA

(also called the Chakram)

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

CHAPTER 3: MARTIAL ARTS WEAPONS

TABLE 3-1: CHINESE WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Check	1d4	20	Piercing	10 ft.	Tiny	1 lb.	8
Do	1d8	19-20	Slashing	---	Med.	4 lbs.	11
Fu	1d8	20	Slashing	---	Med.	5 lbs.	8
Gou	1d6	20	Slashing	---	Med.	4 lbs.	12
Kung Gsin	1d8	20	Piercing	40 ft.	Large	3 lbs.	10
Pam	1d6	20	Bludgeoning	---	Med	2 lbs.	5
Woo Dip Do	1d8/1d6	20	Slashing	---	Med.	5 lbs.	13
Woo Diep Do	1d6/1d4	20	Slashing	10 ft.	Small	2 lbs.	11

TABLE 3-2: GATKA WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Chakra	1d6	20	Slashing	30 ft.	Tiny	2 lbs.	15
Gurj	1d6	20	Bludgeoning	---	Small	6 lbs.	7
Kaman	1d8	20	Piercing	40 ft.	Large	3 lbs.	10
Katar	1d4	18-20	Piercing	---	Tiny	2 lbs.	10
Tabar	1d10	20	Slashing	---	Large	7 lbs.	8
Tulwar	1d8	19-20	Slashing	---	Med.	4 lbs.	11

TABLE 3-3: INDONESIAN WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Balisong	1d4	20	Piercing	---	Tiny	1 lb.	5
Karambit	1d4	19-20	Slashing	---	Tiny	1 lb.	8
Kujang	1d4	19-20	Slashing	---	Tiny	1 lb.	8
Kris	1d6	19-20	Piercing	---	Small	4 lbs.	10
Pedang	1d8	20	Slashing	---	Med	3 lbs.	11

TABLE 3-4: JAPANESE WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Ashiko	+2	*	Piercing	---	Tiny	1 lb.	7
Bo Staff	1d6	20	Bludgeoning	---	Med	2 lbs.	5
Kama	1d6	20	Piercing	---	Med.	2 lbs.	8
Nunchaku	1d6	20	Bludgeoning	---	Small	2 lb.	3
Rochin	1d4	19-20	Piercing	---	Small	1 lb.	5
Sai	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	8
Shuriken	1d4	20	Piercing	20 ft.	Tiny	.5 lb.	3
Tekko	+2	*	Bludgeoning	---	Tiny	1 lb.	5
Tonfa	1d4	20	Bludgeoning	---	Med	2 lbs.	6
Yari	1d8	19-20	Piercing	20 ft.	Med.	5 lbs.	7
Yumi	1d8	20	Piercing	40 ft.	Large	3 lbs.	10

TABLE 3-5: SAMURAI WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Jutte	1d4	20	Bludgeoning	---	Med	2 lbs.	6
Katana	2d6	19-20	Slashing	---	Large	6 lbs.	12
Naginata	1d10	20	Slashing	---	Large	4 lbs.	10
Tanto	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7
Wakizashi	1d6	19-20	Slashing	---	Large	4 lbs.	10
Yari	1d8	19-20	Piercing	20 ft.	Med.	5 lbs.	7
Yumi	1d8	20	Piercing	40 ft.	Large	3 lbs.	10

TABLE 3-6: EXOTIC WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Weight	Cost
Chain	1d6/1d6	20	Bludgeoning	---	Large	5 lb.	5
Sin	1d3	20	Slashing	---	Tiny	1 lb	8
Fukiya	1	20	Piercing	---	Small	1 lb	5
Rencong	1d4*	20	Slashing	---	Small	1 lb.	10

CHAPTER 3: MARTIAL ARTS WEAPONS

CHECK

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

DO

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

FU

The Fu is the Chinese Battle Axe. Because it is often dual-wielded—a technique known as Shang Fu—it is smaller than similar battle axes from other cultures.

FUKIYA

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

GOU

The Gou is a Chinese hook sword. These weapons were curved into a hook at the end, and thus were useless for thrusting attacks. However, the curved end of the Gou is ideal for catching an opponent's weapon. The hilt of the Gou is protected and is also hook shaped, increasing the weapon's ability to both block and disarm. The Gou grants a +1 equipment bonus for Block and Disarm opposed attack rolls.

GURJ

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

JUTTE

The Jutte was a weapon used by the both Samurai and feudal police forces of Japan. The Jutte is a baton with one curved hook projecting just above the handle. This makes the Jutte useful for blocking, disarming, and pinning an opponent's hand. Wielders proficient in the Jutte gain a +1 equipment bonus to Block, Disarm, and Grapple opposed rolls.

KAMA

A farming sickle adapted to warfare, these weapons are traditionally used in pairs. The inner hook of the Kama is typically grooved, allowing the wielder to better catch an opponent's weapon and disarm her. This weapon grants a

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

KAMAN

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

KATANA

The soul of the Samurai, this weapon is to this day synonymous with Japan's warrior elite, and it is still a symbol of great importance to the Japanese people. Traditionally, Katanas were all Masterwork weapons, but today, average and even low-quality versions are available in stores and magazine mail-order catalogues.

KATAR

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

KARAMBIT

(also called the Kerambit)

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

KRIS

(also called the Keris)

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

KUJANG

(also called the Kucang)

This Indonesian weapon is a highly curved knife, sometimes so curved that it would be more accurately described as a sickle. The Kujang is used in close combat, and most maneuvers involve slashing motions on the exposed forearms and wrists of an attacker as he attempts to strike the wielder.

KUNG GSIN

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

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NAGINATA

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

NUNCHAKU

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

PEDANG

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

RENCONG

The Rencong is one of the most bizarre weapons ever invented. An Indonesian weapon associated with Pentjak Silat, the Rencong is a knife meant to be held with the *feet*. The weapon adds to kicking damage, and if the wielder also uses a weapon in his hand, then all the normal penalties for two weapon fighting apply. Traditional use involves wielding a Kujang with one hand and the Rencong with the opposite foot, which allows the wielder to surprise his opponent with the Rencong. Trained practitioners can slash with the Rencong (which is held between the toes, the blade extending up parallel to the calf) and still kick with the heel, while also wielding a weapon in the hands!

ROCHIN

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

SAI

There is actually some debate among experts as to whether or not this weapon is actually descended from the digging tools of the Okinawan farmers, as versions of this weapon that greatly predate the Okinawan development of Kobujutsu have been found in China. Regardless of its origins, the Sai is a fearsome weapon in the hands of the properly trained wielder, granting a +2 equipment bonus on opposed attack rolls to disarm an opponent. Although Sai are typically used in pairs, advanced wielders of this weapon often carry a third, specifically for throwing.

SHURIKEN

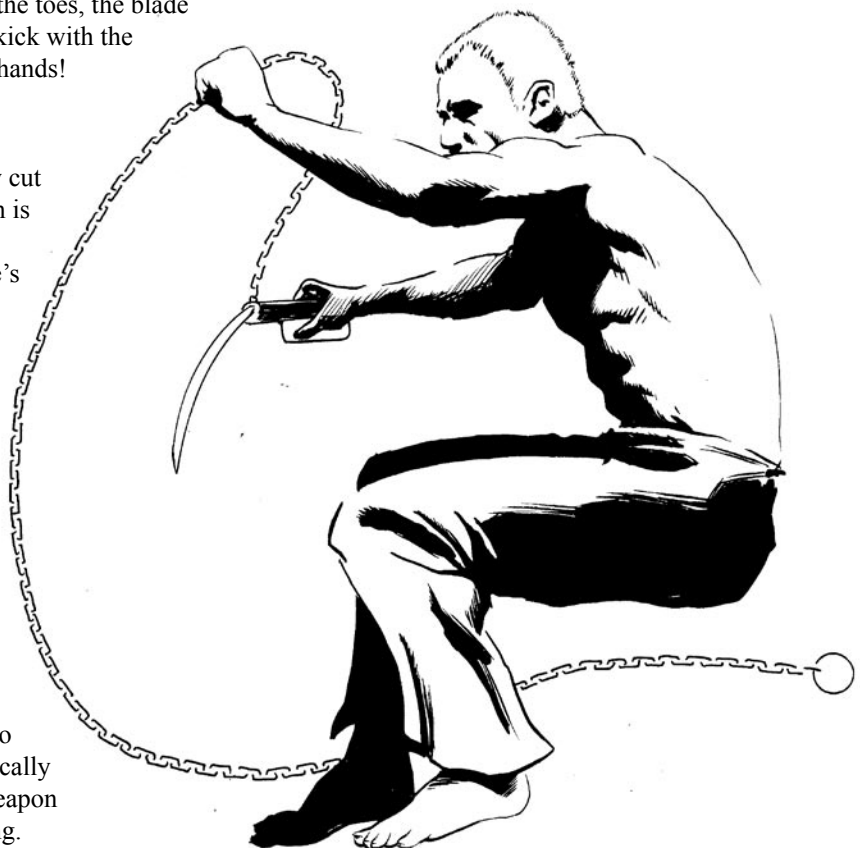
The word Shuriken means "dagger hidden in palm." Thus, any dagger small enough to be concealed in the hand was referred to by this name. Some Shuriken were star-shaped and thrown with a spin, and others were spike-shaped and thrown like a dagger. According to legend, Ninja favored throwing Shuriken at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

SIN

Sin is the Chinese word for the war fan, although Japanese variations of this weapon also exist. This weapon grants a +2 equipment bonus to Block and Disarm opposed attack rolls. A skilled practitioner may use any oriental fan to gain the Block and Disarm bonus, however, the damage listed for this weapon may only be inflicted if the character is wielding a fan specifically designed for combat (with a sharp metal outside edge, at least).

TABAR

The Tabar is the Indian battleaxe. The weapon comes in a wide range of sizes, from hand axe to poleaxe, but the one represented here is of a medium size. Indians from the age of gunpowder were fond of combining the axe with a pistol, making it an interesting variation of the Bayonet. The barrel



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of the pistol becomes the handle of the axe, and the axe blade protrudes from the handle. Obviously, this leads to a nasty surprise for anyone pistol-whipped by one of these weapons! GMs may allow characters to have a weapon of this kind custom made. Treat the weapon as a hand axe, but increase pistol whip damage to 1d6 as well.

TANTO

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

TEKKO

The Tekko is a spiked iron device worn over the knuckles, much as brass knuckles are worn. This device increases the punching damage of the wielder and allows anyone using it to inflict lethal damage with a punch attack. However, the wielder is only considered armed if his punch attacks are normally considered armed attacks (in other words, the Tekko does not count as a “weapon” unless the wielder is considered armed when making punch attacks).

TONFA

The Tonfa’s usefulness has been recognized by law-enforcement agencies around the world. Kobujutsu practitioners typically wield Tonfa in pairs, and the weapons grant the wielder a +2 equipment bonus on opposed attack rolls when blocking. The Tonfa can also be used in conjunction with an unarmed attack, adding +2 to the wielder’s punch damage.

TULWAR

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

WAKIZASHI

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

WOO DIP DO

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

WOO DIEP DO

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

YARI

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

YUMI

The Yumi is the Japanese compound bow, traditionally made of bamboo and sporting a silk string. Almost as powerful and accurate as modern compound bows, the Yumi was the premiere missile weapon of Japan until the introduction of the musket. As the Yumi was the preferred battlefield weapon of both the Samurai and the common Bushi, this weapon is in both the Japanese and Samurai Archaic weapons groups.

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CHAPTER 4: THE MARTIAL ARTS CAMPAIGN

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

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

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

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

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

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

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

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

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

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

As Marcel moved toward him, the small Japanese man held his hand up. "I mean you no harm, Mister Bontecou. Otojiro there was simply exercising his last chance to redeem the money he lost gambling to Mister Qi."

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

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

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

Although the rules presented here will be of use to any *d20* Modern campaign, the martial arts genre is a world unto itself, with its own quirks and conventions. Some GMs and players may wish to bring martial arts to the forefront of their campaigns. The sections below will help the GM with adventure ideas and campaign themes. Example genre movies are provided for each theme where appropriate. I have tried to make these example movies as easy to find, as modern, and as un-dubbed as possible. True rabid fans of the genre (like yours truly) will likely have seen many more obscure titles that also represent the themes below.

THE BAD SEED

In this theme, the main character has a rival, trained in the same techniques by the same master. However, whereas the character honors his master's peaceful nature, using what he has been taught for enlightenment and defense, his rival uses his training to seek power and wealth. Often, when this theme is introduced into the campaign, the character will not have seen his rival for many years, and may only vaguely remember him. The rival, however, knows the character all too well, and has been nursing a hatred for slights, both real and imagined, the character committed against him while they were in training together. Often these slights will center around a perceived preference by the Master for the character over his rival.

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

Common Skills and Abilities: The rival should have the same styles and be of the same general skill level as the character. However, the rival should also have the Know Your Enemy and Knowledge is Power Feats, both directed at the character's style, giving him an edge over the character because he knows how the character thinks and fights.

THE EVIL TWIN

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

MEET THE NEW BOSS. SAME AS THE OLD BOSS

Martial arts have always had a strong affinity for the underdog. Many martial arts styles have been developed to help unarmed peasants combat armed conquerors. In martial arts movies, this is often depicted by a variation of the Bad Seed, the Bad Boss. This isn't the kind of boss who just won't give you the day off you want; the Bad Boss sells his workers into slavery, works them to death, and

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is generally increasingly heinous to them until one of his workers (usually a PC) or a friend of one of these workers (again a PC) takes matters into his own hands. At this point, the character will find out that this boss is either a fearsome martial artist in his own right or has a henchman who is. *Fists of Fury* (a Bruce Lee classic), and *The Legend of Drunken Master* (a Jackie Chan classic) have this theme, as do numerous (and I mean numerous) other martial arts movies.

THE COMPETITION

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

FIGHT CLUB

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

FORMAL COMPETITION

These competitions tend to be structured and formal, with prize money offered to the winner (a wealth award determined by the GM, but usually at least +4). Combat in formal competitions tends not to be full contact. Damage is non-lethal, and dangerous maneuvers like Kidney Punch result in disqualification if they are used. In some tournaments of this type, victory will be declared when one combatant is pushed or thrown from the ring (as in modern Sumo matches). In others, victory might go to the combatant who makes the first successful hit (as in modern Fencing). Although legal and respectable, many martial artists disdain these types of "show tournaments," feeling that they do not represent the real world of martial arts combat.

FULL CONTACT

These competitions also tend to be structured and formal, but they also tend to be quasi-legal. They are usually organized by underworld types for the purposes of betting and entertainment, but there may be even darker motives involved. These competitions are usually held in areas where the authorities can be bribed to look the other way or where the law holds little sway over the criminal element. Such tournaments offer either a cash award (a Wealth Award of at least +6) or a Reputation bonus among the character's peers. Damage in these contests is lethal, and moves like Kidney Punch are allowed. Losing a match does not necessarily

mean that the character will die, as medical attention will be available, but with lethal damage involved, death is always a possibility.

DEATH MATCH

These competitions are never legal. As a result, they move from location to location each year. Discovering where these competitions are being held will, at the very least, require a good information source (Gather Information DC 25) or a hefty bribe. Finding the competitions could even be an adventure in itself. These competitions offer a substantial monetary award to the winner (a Wealth Award of at least +10), and they do not end until one of the combatants has killed the other.

GAMES OF DECEIT AND DEATH

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

THE LEGENDARY MASTER

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

Whatever his motivation, the character will find that this Master lives in a remote location and that finding him and getting to him will involve several dangerous adventures. Often, these adventures will entail fending off rivals (see the Bad Seed) or solving various "moral dilemmas" posed by the Master himself. As the character nears his goal, he will often encounter the Master himself in disguise. The Master will question the character, attempting to discern his motives, and perhaps even challenge the character to see what his skill level is.

The classic comic *Iron Fist* uses this theme, and a minor representation of it (a good example of how to use this theme as a subplot rather than the main plot) can be seen in *The Legend of Drunken Master*, in which Jackie Chan meets

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

RITE OF PASSAGE

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

HAND OFF

In this theme, the character loses one Legendary Master, only to have him replaced by an even *more* Legendary Master! George Lucas didn't invent this theme in *Empire Strikes Back*, but he did play it to perfection like no one since Kurasawa. Often, as seen in *Empire*, this theme follows on the heels of the Fallen Master. If someone was bad enough to kill a Legendary Master and you want revenge (but don't think you're quite ready for the job), what do you do? Go find a more Legendary Master that's what.

REVENGE

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

THE FALLEN MASTER

In this campaign theme, the character's master has been slain, and she seeks to avenge him. This is an excellent campaign theme for a *d20 Modern* game, since the entire party could be seeking to avenge their Master (they don't even need to all be martial artists *per se*; they just need to have similar enough style feats to justify all having studied

under the same master). This is often an excellent segue out of the Legendary Master theme and can even work with the Bad Seed, with the character beating out his rival to study with the Legendary Master, only to have the rival return (perhaps with some Tong flunkies) to kill the Master. This turns what the character might have regarded as mere rivalry into something a lot more personal. For a mystical take on this campaign theme, see the classic *Sons of the Tiger* comic (very hard to find, but worth the effort).

REVENGE TRAGEDY

This variation on the Revenge theme can include any of the elements listed above. The only difference between this theme and the others is that the tale is destined to end unhappily. GMs who plan from the very beginning for their campaign to have an unhappy ending, no matter what actions the PCs take, should discuss it with the players before the campaign begins. Some players might occasionally enjoy playing characters they know are doomed to die at the completion of their missions, but in general this campaign theme is best left in the "accidental" category.

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

RIVAL SCHOOL

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

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

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

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

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

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

Only Katsumoto noticed Marcel follow Max out into the garden.

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

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

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

Marcel's face split in a devilish grin. "Kill the old man during your match tomorrow."

"See, Frenchie, that's a problem. The girl, the old man's daughter..."

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

"The fact is that she's a reporter who's been taping all these matches. That's the problem."

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

Max took a long drag off his cigarette, deep in thought. "All right, Frenchie. I'm in."

ORIGINS

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

MODERN HISTORY

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

STAGE 1: STREET LEVEL

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

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

Most combatants at this stage of the Hanmei are 4th to 6th level characters.

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

STAGE 2: HONG KONG AND OKINAWA

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

Combat in Stage 2 is still lethal, but the combatants can expect expert medical care if they are seriously injured. Assume a three-man medical team is present, each with a Treat Injury skill of 12-18 (10 + 2d4).

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

Stage 2 combatants receive a wealth award of +4 for winning the first round, +6 for winning the second round,

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and +8 for winning the third round (these awards are not cumulative—a combatant only receives a single award based on the highest round won in Stage 2).

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

STAGE 3: THE ISLAND OF LIN QI

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

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

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

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

HANMEI CAMPAIGN THEMES

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

LITTLE ONE LOST

In this campaign theme, a relative of one of the characters has joined the Hanmei and doesn't really know what they're in for. The character joins the tournament, not out of a desire to fight but out of a desire to rescue her loved one and keep them from harm. This is an excellent way for a GM to entice a Contemplative Master into joining the tournament. This theme can also be reversed, with the character joining the tournament, only to find that a loved has joined to seek her out.

THE BAD SEED

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

MIRROR, MIRROR

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

GAMES OF DECEIT AND DEATH

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

REVENGE

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

RIVAL SCHOOL

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

THE PROVEN

The legends about the Hanmei are partially right. The tournament is a way to locate the worthiest martial artists in the entire world. However, the purpose of the Hanmei is not to find bodyguards (Lin Qi would never allow someone so dangerous to get so close to him). Rather, the tournament allows Lin Qi to locate something even more valuable: assassins. Lin Qi's enemies, rival Oyabun's, are known for their paranoia, and an assassin who needed a gun to kill would never get close to any of them. A character who seems bloodthirsty or ruthless enough to meet Lin Qi's needs will be quietly approached on the eve of the final Stage of the tournament and given an opportunity to come work for the family as an assassin. The character must prove himself by killing his first opponent in Stage 3 and making it look like an accident.

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HANMEI COMBATANTS STAGE I COMBATANTS

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

JOHN LEE (4TH LEVEL)

Strong Hero 3/MAM 1: CR 4; HD 4d8+8; HP 24; Massive Damage 14; Init +1; Spd 30; Defense 14, Touch 14, Flat-Footed 13 (+1 Dexterity, +3 Class); BAB +3 (melee +6, ranged +4); AL Varies; Occupation Criminal; Wealth +1; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Jump +4, Knowledge (streetwise) +3, Concentration +4, Balance +5, Tumble +5, Intimidate +2.

Talents, General Feats, and Martial Arts Styles: Melee Smash 1, Melee Smash 2, Simple Weapons Proficiency, Combat Martial Arts, Karate.

Martial Arts Maneuvers: *Ridgehand*: +4 to hit (+3 Strength, +1 Competence), 1d8 +5 damage (+3 Strength, +2 Melee Smash). *Block*: +3 to hit (+3 Strength).

Martial Arts Masteries: Hard Punch 1.

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

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

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

TERRY MCMANNIS (5TH LEVEL)

Strong Hero 4/MAM 1: CR 5; HD 5d8+5; HP 37; Massive Damage 13; Init +3; Spd 30; Defense 20, Touch 20, Flat-Footed 20 (+3 Dexterity, +7 Class); BAB +4 (melee +5, ranged +7); AL Fame, Greed; Occupation Celebrity; Wealth +6; SV Fort +4, Ref +8, Will +3; Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 13.

Skills: Balance +11, Perform (stunt fighting) +9, Tumble +11, Jump +9, Drive +7, Concentration +3.

Talents, General Feats, and Martial Arts Styles: Evasion, Uncanny Dodge 1, Simple Weapons, Combat Martial Arts, Windfall, TaeKwonDo (Dexterity).

Martial Arts Maneuvers: *Snap Kick*: +7 to hit (+2 Maneuver, +3 Dexterity, +1 Mastery, +1 Competence),

1d4 +1 damage (+1 Strength). *Jump Kick*: +5 to hit (+3 Dexterity, +1 Mastery, +1 Competence), 1d6 +3 damage (+1 Strength, +2 Skill).

Martial Arts Masteries: Accurate Kick 1.

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

Quote: "I know. I look just like him don't I?"

Adventure Hook: "My Bodyguard": Willie Williamson contacts A PC of 6th level or higher. As McMannis' manager, Williamson wants to make sure his client doesn't get hurt on his "research" trip. Williamson knows where the next Hanmei bout is and is willing to pay the entry fee in return for the PC looking out for McMannis once they are overseas. This is a form of the "Little One Lost" adventure hook, except here, the PC is likely to have little love for Terry. For humor, the GM can play this up, making Terry incredibly effete and arrogant.

"RAPID" ROY WALTRIP (6TH LEVEL)

Tough Hero 4/MAM 2: CR 6; HD 4d10+12, 2d8+6, +4 Robust; HP 54; Massive Damage 16; AP 0; Init +2; Spd 30 ft.; Defense 18, Touch, Flat-Footed (+2 Dexterity, +5 Class, +1 Banter); BAB +5 (melee +6, ranged +7); AL Danger; Occupation Athlete; Wealth +2; SV Fort +7, Ref +5, Will +1; Str 13, Dex 14, Con 16, Int 10, Wis 8, Cha 12.

Skills: Concentration +6, Intimidate +9, Bluff +10, Spot +2, Sense Motive +4.

Talents, General Feats, and Martial Arts Styles: Robust, Second Wind, Brawl, Simple Weapons, Boxing (Dexterity), Banter.

Martial Arts Maneuvers: *Jab*: +4 to hit (+2 Maneuver, +2 Dexterity), 1d6+1 damage (+1 Strength). *Hook*: +2 to hit (+2 Dexterity), 1d8+1 damage (+1 Strength). *Block*: +2 to hit (+2 Dexterity).

Martial Arts Masteries: Hard Punch 1.

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

Quote: "C'mon, boy. I know you can hit harder than that. Hell, I barely felt it."

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

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STAGE 2 COMBATANTS

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

DUKUN CHAKAKIRTI PASIASINA (7TH LEVEL)

Strong Hero 3/CM 4: CR 7; HD 3d8+3, 4d6+4; HP 39; Massive Damage 12; AP 1-6; Init +1; Spd 30 ft.; Defense 19, Touch 19, Flat-Footed 18 (+1 Dexterity, +3 Wisdom, +5 Class); BAB +3 (melee +5, ranged +4); AL Vision Quest; Occupation Adventurer; Wealth +1; SV Fort +4, Ref +6, Will +8; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills: Concentration +6, Profession (Guru/Dukun) +5, Pressure Points +13, Treat Injury +11, Knowledge (theology and philosophy) +4, Meditation +4, Sense Motive +8.

Talents, General Feats, and Martial Arts Styles: Extreme Effort 1, Ignore Hardness 1, Simple Weapons, Combat Martial Arts, Pentjak Silat, Archaic Weapons – Indonesian, Poise.

Martial Arts Maneuvers: *Jab:* +6 to hit (+2 Maneuver, +3 Wisdom, +1 Competence), 1d4 +1 damage (+1 Strength). *Nerve Strike:* +1d6 Pressure Points damage (maximum Pressure Points damage with Sahblet and Mastery 3d6+3). *Ki:* usable 3 times per day. Sahblet: +3 to Pressure Points damage.

Martial Arts Masteries: Pressure Points 1, Pressure Points 2.

Background: When he was a young man in Indonesia, Chakakirti was a bully, a thug, and a drunkard. After killing a man in a bar fight, he fled into the night, eventually finding himself on a beach, where he discovered a little old man sitting alone in the cold. Chakakirti tried to rob him, but the old man easily defeated him and then suggested to the thug that he change his ways. Chakakirti followed the old man, learning from him, until his death last year. Now he continues his journey, seeking enlightenment where he finds it and following the wind.

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

Role: Chakakirti is the essence of the mystic side of the martial arts. His physical attacks do very little damage, and he usually needs more than the two times per combat he can use his Pressure Points skill (feasibly, Chakakirti could do 42 points of damage in those two rounds if his Pressure Points skill succeeded both times). This makes the small man a mighty opponent, as his opponents will frequently have to make Massive Damage saves and start combat with quite a few hit points already gone. However, if a fighter can withstand the two Pressure Points attacks, he will likely be

victorious.

Adventure Hooks: Chakakirti makes an excellent Legendary Master for a low-level PC. Any PC thinking of entering the Contemplative Master Advanced Class will likely idolize the small man. While he does not see himself that way, Chakakirti feels an obligation to pass on what he has learned, and will take a suitably serious student under his wing.

OTOMO OTOJIRO “OTOOTO” (8TH LEVEL)

Tough Hero 4/MAM 4: CR 8; HD 4d10+12, 4d8 +12, +4 Robust, +3 Toughness; HP 89; Massive Damage 17; AP 2-7; Init +1; Spd 30 ft.; Defense 16, Touch 16, Flat-Footed 15 (+1 Dexterity, +5 Class); BAB +6/+1 (melee +8/+3, ranged +7/+2); AL Greed; Occupation Celebrity; Wealth +2; SV Fort +9, Ref +6, Will +1; Str 14, Dex 13, Con 17, Int 10, Wis 8, Cha 12.

Skills: Concentration +7, Intimidate +12, Gambling +3, Profession (Sumo Wrestler) +3, Sense Motive +6.

Talents, General Feats, and Martial Arts Styles: Robust, Damage Reduction 1, Power Attack, Toughness, Combat Martial Arts, Sumo Wrestling, Combat Throw.

Martial Arts Maneuvers: *Bear Hug:* +3 to hit (+2 Strength, +1 Accurate Grapple), 1d8+2 Grapple damage (+2 Strength). *Hip Throw:* +4 opposed check (Strength and Combat Throw), 1d4 +2 damage (+2 Strength). *Immovable:* +6 opposed check to avoid Trip or Grapple attacks (+2 Strength, +2 Combat Throw).

Martial Arts Masteries: Accurate Grapple, Hard Grapple.

Background: Otojiro has known nothing beyond the life of a Sumotori since he was a child. Constant training, competition, and conditioning at one of the many youth academies across Japan led to a successful career as a professional. However, there was never enough money, and Otojiro’s betting habit has landed him in debt to Lin Qi, who has been using Otojiro to fix matches and reap vast profits. His appearance in the Hanmei will mark the end of his athletic career, though he will fix at least one big match along the way before coming to work for Lin Qi at the tournament’s conclusion.

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

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

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

KOCHOU “KIMMY” KIMIKO (9TH LEVEL)

Fast Hero 4/MAM 5: CR 9; HD 9d8; HP 50; Massive Damage 10; AP 3-8; Init +4; Spd 30 ft.; Defense 25 (26 melee, 27 with Dodge), Touch 25, Flat-Footed 25 (+4 Dexterity, +9 Class, +2 Poise, +1 Dodge melee); BAB

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+8/+3 (melee +8/+3, ranged +12/+7); AL Bushido, Family, Personal Honor; Occupation Student; Wealth +2; SV Fort +5, Ref +10, Will +4; Str 10 Dex 18 Con 10 Int 10 Wis 16 Cha 10.

Skills: Balance +10, Pressure Points +11, Escape Artist +10, Tumble +10, Speak English, Read/Write English, Concentrate +5, Knowledge (history) +6, Meditation +6, Sense Motive +10.

Talents, General Feats, and Martial Arts Styles:

Evasion, Uncanny Dodge 1, Defensive Martial Arts, Jujutsu, Combat Throw, Poise, Dodge.

Martial Arts Maneuvers: *Snap Kick*: +9 to hit (+2 maneuver, +4 Dexterity, +2 Accurate Kick, +1 Competence) 1d6 damage. *Leg Sweep*: +7 to hit (+4 Dexterity, +2 Accurate Kick, +1 Competence), 1d6 damage.

Martial Arts Masteries: Accurate Kick 1, Accurate Kick 2, Hard Kick 1.

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

Quote: “Atashi Samuraikatagi!”

Role: Kimiko is a modern samurai.

JING CHOI (9TH LEVEL)

Strong Hero 3/MAM 6: CR 9; HD 9d8 +18; HP 76; Massive Damage 14; AP 3-8; Init +3; Spd 30 ft.; Defense 19, Touch 19, Flat-Footed 16 (+3 Dexterity, +6 Class); BAB +9/+4 (melee +11/+6, ranged +12/+7); AL Competition; Occupation Adventurer; Wealth +2; SV Fort +9, Ref +9, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Concentration +5, Jump +14, Knowledge (streetwise) +3, Climb +5, Tumble +12, Mediation +7, Sense Motive +4.

Talents, General Feats, and Martial Arts Styles: Melee Smash 1, Melee Smash 2, Combat Martial Arts, Shao-Lin Kung Fu, White Crane, Kata (White Crane), Combination (Snap Kick/Circle Kick).

Martial Arts Maneuvers: *Snap Kick*: +7 to hit (+2 Maneuver, +3 Dexterity, +1 Kata, +1 Competence), 1d8+4 damage (+2 Melee Smash, +2 Strength, die increase x2 from Mastery). *Circle Kick*: +5 to hit (+3 Dexterity, +1 Kata, +1 Competence), 1d10+4 damage (+2 Melee Smash, +2 Strength, die increase x2 from Mastery); if done in Combination +7 to hit, 1d10+6 damage. *Jump Kick*: +5 to hit (+3 Dexterity, +1 Kata, +1 Competence), 1d10+7 damage (+2 Melee Smash, +2 Strength, +3 Jump skill, die increase from Mastery x2). *Back Kick*.

Martial Arts Masteries: Accurate Kick 1, Hard Kick 1, Hard Kick 2.

Background: Jing Choi, which means fantastic, is what he calls himself. No one knows if that's his real name or

not, because his Cantonese is almost incomprehensible at the speed he speaks it, and he speaks no other language. However, most people would call him that anyway, as he yells it all the time after a good move in a fight, and it sums up his manic, optimistic outlook perfectly. Jing Choi likes nothing more than a good fight. He is not a bully, and prefers fights against opponents of his skill level or higher. However, anyone seen being a bully, or disrespectful to a woman, will also attract Jing Choi's attention. In short, if there's any trouble around, Jing Choi will get in the middle of it, happily shouting his name while flooring opponents.

Quote: “Jing Choi!”

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

STAGE 3 COMBATANTS

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

ISHINOMORI KATSUMOTO (11TH LEVEL)

Charismatic Hero 2/Strong Hero 2/CM 7: CR 11; HD 9d6+9, 2d8+2; HP 71; Massive Damage 13; AP 4-9; Init +3; Spd 30 ft.; Defense 26 (27 Melee), Touch 26, Flat-Footed 23 (+3 Dexterity, +5 Poise, +8 Class); BAB +8/+3 (melee +9/+4, ranged +11/+6); AL Family, Non-Violence; Occupation White Collar; Wealth +8; SV Fort +6, Ref +7, Will +5; Str 12, Dex 16, Con 13, Int 13, Wis 20, Cha 17 (includes age modifiers for middle age).

Skills: Diplomacy +15, Intimidate +8, Knowledge (behavioral sciences) +6, Gather Information +8, Knowledge (civics) +6, Knowledge (current events) +6, Pressure Points +19, Profession (Diplomat) +17, Concentrate +6, Meditation +12, Sense Motive +12, Zen Mastery +6, Read/Write Korean, Speak Korean, Read/Write English, Speak English.

Talents, General Feats, and Martial Arts Styles:

Coordinate, Melee Smash 1, Defensive Martial Arts, Aikido, Trustworthy, White Crane, Kata (Aikido), Poise.

Martial Arts Maneuvers: *Block*: +6 to hit (+5 Wisdom, +1 Kata). *Snap Kick*: +5 to hit (+2 Maneuver, +3 Dexterity), 1d4+2 damage (+1 Strength, +1 Smash). *Crane Stance*. *Crane Kick*: +5 to hit (+2 Maneuver, +3 Dexterity), 1d8+2 damage (+1 Strength, +1 Smash). *Nerve Strike*: +3d6 damage.

Martial Arts Masteries: Dodge Mastery 1, Dodge Mastery 2, Pressure Points 1, Pressure Points 2.

Background: A professional diplomat, Katsumoto has served as a Japanese Ambassador to both Korea and the United States. While in America, he met and married an American woman, who died five years ago. His wife's death drove a wedge between Katsumoto and his daughter Brianna, who blamed her mother's early death on the

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family's moves and the isolation caused by language barriers in foreign lands. In an attempt to both protect his daughter and heal the rift between them, Katsumoto has joined the Hanmei, a use of the martial arts that he finds particularly abhorrent.

Quote: “The way of the warrior is the way of love.”

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

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

MAX RIGGS (11TH LEVEL)

Strong Hero 3/Soldier 6/BBB 2: CR 11; HD 3d8+12, 6d10+24, 2d12+8; HP 130; Massive Damage 18; AP 3-8; Init +2; Spd 30 ft.; Defense 18, Touch 18, Flat-Footed 16 (+2 Dexterity, +6 Class); BAB +9/+4 (melee +12/+7, ranged +11/+6); AL Excitement; Occupation Blue Collar; Wealth +3; SV Fort +8, Ref +4, Will +3; Str 16, Dex 14, Con 18, Int 12, Wis 10, Cha 13.

Skills: Climb +8, Knowledge (tactics) +6, Repair +8, Knowledge (streetwise) +6, Jump +7, Drive +13, Intimidate +12, Listen +9, Knowledge (current events) +6, Read/Write Korean, Speak Korean.

Talents, General Feats, and Martial Arts Styles: Melee Smash 1, Melee Smash 2, Brawling, Commando Training, Power Attack, Personal Firearms, Improvised Weapons.

Martial Arts Maneuvers: *Hook:* +3 to hit (+3 Strength), 1d6+5 damage (+3 Strength, +2 Smash). *Choke Hold:* +3 to hit (+3 Strength), Strangulation. *Haymaker:* +3 to hit, 1d8+6 damage (+4 Strength, +2 Smash). *Head Butt:* +3 to hit (+3 Strength), 1d8+5 damage (+3 Strength, +2 Smash).

Martial Arts Masteries: None

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

Quote: “My style? I’m a dedicated shitkicker. You?”

Role: Max is the fish out of water. Though surrounded by Eastern Philosophy and lotus flowers, he remains the same as he ever was—former Army Ranger, mercenary, and long-haul trucker.

Adventure Hooks: If a female PC takes Brianna’s place, Max might be helping Katsumoto look for her. However, the GM could just as easily make Max a villain, an absolute terror, working with Marcel to become one of Lin Qi’s assassins.

BRIANNA ISHINOMORI (12TH LEVEL)

Strong Hero 3/MAM 9: CR 12; HD 12d8+24; HP 101; Massive Damage 14; AP 4-9; Init +9; Spd 30 ft.; Defense 25, Touch 25, Flat-Footed 18 (+5 Dexterity, +2 Banter, +8 Class); BAB +12/+7/+2 (melee +13/+8/+3, ranged +17/+12/+7); AL Excitement; Occupation Investigator; Wealth +4; SV Fort +10, Ref +12, Will +4; Str 12, Dex 20, Con 14, Int 14, Wis 10, Cha 14.

Skills: Gather Information +17, Research +8, Jump +16, Knowledge (current events) +17, Concentrate +5, Bluff +7, Sense Motive +10, Meditation +5, Knowledge (history) +5, Read/Write Korean, Speak Korean, Read/Write Japanese, Speak Japanese.

Talents, General Feats, and Martial Arts Styles: Melee Smash 1, Melee Smash 2, Personal Firearms, Combat Martial Arts, Hapkido, Blind-Fight, Improved Initiative, Banter.

Martial Arts Maneuvers: *Snap Kick:* +7 to hit (+2 Maneuver, +5 Dexterity), 2d8+3 damage (+1 Strength, +2 Smash, die increase x2 from Mastery, extra die from Mastery). *Circle Kick:* +5 to hit (+5 Dexterity), 2d10+3 damage (+1 Strength, +2 Smash, die increase x2 from Mastery, extra die from Mastery). *Back Kick.* Jump Kick: +5 to hit (+5 Dexterity), 2d10+6 damage (+1 Strength, +2 Smash, die increase x2 from Mastery extra die from Mastery, +3 Jump). *Flying Kick:* +7 to hit (+5 Dexterity, +2 Charge), 2d10+13 damage (+1 Strength, +2 Smash, +8 Jump, die increase x2 from Mastery, extra die from Mastery, +2 Charge). Instant Stand.

Martial Arts Masteries: Accurate Kick 1, Accurate Kick 2, Hard Kick 1, Hard Kick 2, Hard Kick 3.

Background: By the time she entered college at the University of Georgia, Brianna had seen more of the world than most people see in a lifetime. She had been to diplomatic functions in Seoul, watched Kabuki in Tokyo, and met three U.S. Presidents. Having worked her way through the ranks of several major newspapers, Brianna sees the Hanmei as the perfect story to launch her into a career as a Foreign Correspondent.

Quote: “Sugar, I know y’all can hit harder than that.”

Role: Brianna is a martial artist through and through, blending power with speed, beauty with grace.

Adventure Hooks: A male PC might take Max’s place, helping Ishinomori find his ex-girlfriend.

MARCEL BONTECOU (12TH LEVEL)

Fast Hero 4/MAM 8: CR 12; HD 12d8+36; HP 109; Massive Damage 16; AP 4-9; Init +5; Spd 30 ft.; Defense 25, Touch 25, Flat-Footed 25 (+4 Dexterity, +11 Class); BAB +11/+6/+1 (melee +15/+10/+5, ranged +15/+10/+5); AL Sadism, Excitement; Occupation Military; Wealth +3; SV Fort +10, Ref +12, Will +4; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 12.

Skills: Balance +12, Concentrate +3, Hide +8, Move Silently +8, Tumble +21, Escape Artist +8, Jump +21, Intimidate +9, Sense Motive +12.

Talents, General Feats, and Martial Arts Styles:

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Evasion, Uncanny Dodge 1, Simple Weapons, Personal Firearms, Combat Martial Arts, Savate, Acrobatic, Dodge, Mobility, Power Attack, Spring Attack.

Martial Arts Maneuvers: *Snap Kick*: +6 to hit (+2 Maneuver, +4 Dexterity), 1d8+4 damage (+4 Strength, die increase x2 Mastery). *Jump Kick*: +4 to hit (+4 Dexterity), 1d10+8 damage (+4 Strength, +4 Jump, die increase x2 Mastery). *Flying Kick*: +6 to hit (+4 Dexterity, +2 Charge), 1d10+19 damage (+6 Strength, +11 Jump, +2 Charge, die increase x2 Mastery). *Block*. Improved Block.

Martial Arts Masteries: Acrobatics Mastery 1, Acrobatics Mastery 2, Hard Kick 1, Hard Kick 2.

Background: Marcel always loved pain. Giving, receiving, it was all a rush, a wonderful sensation. Through his work in intelligence, Special Forces, and as a mercenary, he has had ample opportunity to indulge his desires. However, even his successes could not explain away his excesses, and so legitimate military work became harder and harder for Marcel to come by. As a result, he has drifted toward the darker side of the international scene, and now seeks employment as one of Lin Qi's assassins.

Quote: "Bal périlleux?"

Role: Marcel is a killer. A villain through and through. If a PC seeks to claim the Hanmei crown, it will likely be Marcel awaiting him in the final round.



EPILOGUE

Katsumoto snapped a kick to Max's solar plexus. The large man simply shrugged it off, grinning manically at him. It didn't even slow him down. Max closed, grabbing the older Japanese man and slamming him to the mat, driving the wind out of him. "That hurt, pie-face. Big mistake."

The crowd roared, and with all eyes on the battle, no one noticed Kimmy and Brianna slipping out.

Max glanced in their direction and saw that their seats were empty. Grabbing the old man's hair, he dragged him to his feet. To the approving throng, it looked as though he was biting the old man's ear. "This is bullshit. This is never going to work."

Wincing in pain, Katsumoto shifted his weight and threw the larger man to the ground, off the mat, and punched him in the face as the wind rushed out of him. "You might have mentioned that earlier."

Max grunted, shaking his head, and got to his feet. Tasting the blood of a split lip, he roared and threw Katsumoto right into the crowd. Seconds later, he was on top of him, shrugging several spectators out of his way in the process. "I did mention it."

Outside, Brianna smiled, hearing the riotous sounds from inside the arena. "Leave it to Max. If there's one thing that man can do, it's start a riot."

"Oh!"

Turning at the noise, Brianna saw Kimmy on the ground, clutching her knee. Marcel stood over her, smiling. "Going somewhere, Mademoiselles?"

Katsumoto rolled out of the way, barely avoiding being stepped on by the fans thronging around them. As the fight had moved into the stands, fans in other parts of the arena, no longer able to see, had begun to get out of their seats, pushing and shoving to see what was happening. This had already started a few fights around the arena. The Yakuza guards, ill-equipped for a full-blown riot, were beginning to beat the crowd back with Tonfa, which only served to exacerbate the situation. Max grabbed Katsumoto by the collar and tossed him over the clump of fans around him like a rag doll. "Time for us to motor, Moto."

Brianna rolled out of the way as a heel came crashing down onto the spot where her head had been. In one smooth motion, she got back on her feet and landed an inside crescent kick to Marcel's head. Two teeth came flying out of his mouth, followed by a spray of blood and saliva. Brianna met Marcel's smile with one of her own. "Always go for the knees, don't you, boy? You fight like a wharf rat punk. I had better dates in high school."

Brianna had thought they had a good chance to get away clean, but Max had told her it would come to this. That Marcel would know what was up and be waiting for her. Unfortunately, he had been right. He had also overruled

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Katsumoto and said that Brianna should be the one to face Marcel. He had said she was the only one fast enough and mean enough to keep up with him.

"You like to make noise, Mademoiselle? Marcel likes this as well."

Marcel snapped out a kick for her ankle. Brianna spun like a broken ballerina, managing to twist out of the way of most of the attack. Damn it. Low. Everything low. He's robbing you of your speed.

Brianna let her momentum carry her in a wide circle, hopping on one leg to gain distance. Out of the corner of her eye, she saw a hint of movement and dropped down low, narrowly avoiding a spinning kick that would have broken her neck. He's built like a brick shithouse, but you're faster. Use it, Damn it.

"This is not going well." Katsumoto grabbed the shoulder of a seemingly insane spectator; now a raging part of a mindless mob, and squeezed hard, dropping him to his knees. Max decked three more with a chair he had ripped out of the floor. It seemed they were being attacked by every spectator in the building. They had given up trying to move and had begun fighting back to avoid being trampled by the crowd.

Max growled, then laughed, picking up the groaning man Katsumoto had dropped with the nerve-pinch—or whatever it was—and threw him right into the crowd. He stepped on the fallen spectators, dragging Katsumoto behind him. The move had gained them two feet. "Well, aren't you just the master of the fucking obvious."

Brianna had stopped talking. Max always said I talked too much, anyway. Blood streamed down her face from a cut over her left eye, impairing her vision on that side. Marcel kept moving in that direction, trying to get further into the blind spot he had created, and so the pair of them danced continually in a clockwise circle.

"Mademoiselle, she no longer wishes to talk to Marcel?"

Brianna saw an opening. God, don't let me be wrong. A short jab to the face, and she moved to her right with all the speed her tired, bruised legs had left. Marcel slowly faded from view behind a curtain of blood-matted chestnut hair.

"Ah, perhaps it is time for the dance to end as well, hmm?"

The sky exploded in stars as a sharp pain exploded in Brianna's right knee.

"Max, stop fighting them."

Max roared, grabbing another faceless member of the mob and tossing him aside. "I'm not going to be trampled, old man. If I die in this heathen country of yours, I'm taking a few of you with me."

Katsumoto smacked Max right across the face. "Go with the flow. Let them carry us for a time."

Suddenly, Max saw what the old man had in mind, and he laughed.

Brianna hit the ground with a thud and did not move. Bare chest glowing with sweat and blood, Marcel took her in with appreciation. She cut quite a figure in the moonlight. Perhaps he didn't have to kill her right away...

Suddenly, Marcel's knee gave way. Then a loud crack issued from the small of his back. Eyes wide with pain, he couldn't even cry out as he looked over his shoulder. Kimmy threw a ridgehand right at his throat, then a snap kick to his good knee. On his way down, she caught him with a textbook-perfect snap kick that landed right under his chin, snapping his head back and sending the Frenchman into unconsciousness.

Kimmy spit on the man, her face a mask of rage. "Kutabare!"

Kicking him one last time in the ribs, she went to check on her unconscious friend.

The roaring mass swept the men along. It was, in a weird sort of way, like being carried out to sea. Suddenly, they cleared the overhanging balcony.

"Now!"

Max cupped his hands, and as soon as Katsumoto planted his foot he heaved the old man up onto the second level.

Katsumoto had to force down his panic while airborne. Max had thrown him with such ease. Time seemed to slow down for the old man, and he landed with one foot on the back of an empty chair, shifting his direction into the aisle, where he rolled to a graceful landing right by the fire hose. Uncoiling it, he threw it high over the crowd. Max snared it in one meaty hand, and Katsumoto, his face red with exertion, pulled him out of the throng.

Finally, Max sprang free of the mass as he kicked off the people trying to catch his legs to be carried to safety with him. Grabbing the rail, he pulled himself over, hurling epithets down at the mass he had just freed himself from.

"I can't believe you made that landing, old man. How old are you, anyway? Seventy?"

Katsumoto just laughed. For some reason, he had always liked the boorish American.

"I'll remember that. Along with the pie-face comment."

Max suddenly seemed embarrassed. "Oh yeah, that. Well, you know, I had to make it look good and... the girls!"

Suddenly both men headed for the exit.



FEAT TABLES

GENERAL FEATS

General Feats	Prerequisite	Benefit
Archaic Weapons- Chinese	--	Use Chinese Weapons w/o penalty
Archaic Weapons- Indian	--	Use Indian Weapons w/o penalty
Archaic Weapons- Indonesian	--	Use Indonesian Weapons w/o penalty
Archaic Weapons- Japanese	--	Use Japanese Weapons w/o penalty
Archaic Weapons- Samurai	--	Use Samurai Weapons w/o penalty
Banter	Cha. 13+, Bluff 5 Ranks	Charisma Mod to Defense
Improvised Weapons	Brawl	Use Improvised Weapons w/o penalty
Kata	One Martial Arts Style feat	+1 to hit with one Style
Kata Lore	Kata, Knowledge (history) 1 Rank, Knowledge (philosophy) 1 Rank	+2 to two Style Skills
Kata Mastery	Kata, Kata Specialist	+2 damage with one Style
Kata Specialist	Kata	
Know Your Enemy	Knowledge (history) 2 Ranks, Knowledge (tactics) 2 Ranks	+2 to hit vs. one Style
Knowledge is Power	Know Your Enemy, BAB 9+	Attacks of Opportunity vs. one Style
Meditation	Concentration 3 ranks	Use meditation w/o penalty
Poise	Wis 13+, Concentration 5 Ranks	Wisdom Mod to Defense
Zen	Concentration 3 ranks	Use zen w/o penalty

MARTIAL ARTS STYLES

Martial Arts Styles	Prerequisite	Benefit
Aikido	Defensive Martial Arts, Improved Disarm, or Improved Trip	Aikido Maneuvers
Arnis	Simple Weapon Proficiency	Arnis Maneuvers
Boar	Combat Martial Arts	Boar Maneuvers
Boxing	Combat Martial Arts or Brawling	Boxing Maneuvers
Capoeira	Combat Martial Arts or Defensive Martial Arts	Capoeira Maneuvers
Cat	Combat Martial Arts or Defensive Martial Arts	Cat Maneuvers
Cobra	Combat Martial Arts or Defensive Martial Arts	Cobra Maneuvers
Commando Training	Combat Martial Arts	Commando Maneuvers
Dragon	Combat Martial Arts or Defensive Martial Arts	Dragon Maneuvers
Drunken Master	Combat Martial Arts or Defensive Martial Arts	Drunken Master Maneuvers
Eagle	Combat Martial Arts or Defensive Martial Arts	Eagle Maneuvers
Fencing	Archaic Weapon Proficiency	Fencing Maneuvers
Gatka	Archaic Weapons- Indian	Gatka Maneuvers
Hapkido	Combat Martial Arts or Defensive Martial Arts	Hapkido Maneuvers
Jeet Kune Do	Combat Martial Arts or Defensive Martial Arts	Jeet Kune Do Maneuvers
Jujutsu	Combat Martial Arts or Defensive Martial Arts	Jujutsu Maneuvers
Karate	Combat Martial Arts	Karate Maneuvers
Kendo	Archaic Weapons- Samurai or Exotic Weapon Proficiency- Katana	Kendo Maneuvers
Kobujutsu	Archaic Weapons- Japanese	Kobujutsu Maneuvers
Kung Fu	Combat Martial Arts or Defensive Martial Arts	Kung Fu Maneuvers
Kyudo	Archaic Weapons- Japanese or Archaic Weapons- Samurai	Kyudo Maneuvers
Leopard	Combat Martial Arts or Defensive Martial Arts	Leopard Maneuvers
Lua	Combat Martial Arts or Improved Trap	Lua Maneuvers
Monkey	Defensive Martial Arts	Monkey Maneuvers
Naginata-do	Archaic Weapons- Samurai	Naginata-do Maneuvers
Ninjutsu	Combat Martial Arts or Defensive Martial Arts	Ninjutsu Maneuvers
Panther	Combat Martial Arts or Defensive Martial Arts	Panther Maneuvers
Pentjak Silat	Combat Martial Arts or Defensive Martial Arts	Pentjak Silat Maneuvers
Praying Mantis	Combat Martial Arts or Defensive Martial Arts	Praying Mantis Maneuvers
Python	Combat Martial Arts	Python Maneuvers
ROSS	Combat Martial Arts, Defensive Martial Arts or Improved Trip	ROSS Maneuvers
Savate	Combat Martial Arts or Defensive Martial Arts	Savate Maneuvers
School of Hard Knocks	Brawling or Combat Martial Arts	SOHK Maneuvers
Scorpion	Combat Martial Arts, Defensive Martial Arts or Improved Trip	Scorpion Maneuvers
Shao-Lin Kung Fu	Combat Martial Arts or Defensive Martial Arts	Shao-Lin Maneuvers
Sojitsu	Archaic Weapons- Japanese or Archaic Weapons- Samurai	Sojitsu Maneuvers

FEAT TABLES

Sumo Wrestling	Combat Martial Arts or Defensive Martial Arts	Sumo Maneuvers
Tae Kwon Do	Combat Martial Arts	TaeKwonDo Maneuvers
Thai Kickboxing	Combat Martial Arts or Defensive Martial Arts	Thai Kickboxing Maneuvers
Tiger	Combat Martial Arts or Defensive Martial Arts	Tiger Maneuvers
White Crane	Combat Martial Arts or Defensive Martial Arts	White Crane Maneuvers
Wing Chun	Combat Martial Arts or Defensive Martial Arts	Wing Chun Maneuvers

MARTIAL ARTS MANEUVERS

Martial Arts Maneuvers	Prerequisite	Benefit
Advanced Combination	Combination, Improved Combination, One Martial Arts Style feat, Four Martial Arts Maneuvers, BAB 9+, Dex 13+	Bonuses with four attacks
Advanced Ground Fighting	Ground Fighting	No penalties when prone
Advanced Rush	Rush	
Axe Kick	One Martial Arts Style feat (specific- see text)	Kick damage increased
Back Kick	One Martial Arts Style feat (specific- see text)	Character cannot be flanked
Bear Hug	One Martial Arts Style feat (specific- see text)	Grapple damage increased
Block	One Martial Arts Style feat (any)	No penalties to block attacks
Block, Disarm	Block- Improved, Improved Disarm, BAB 8+	Disarm attack as an attack of opportunity
Block, Improved	Block, BAB 5+	Block mult attacks w/attack of opportunity
Block, Lock	Block- Improved, Combat Reflexes, BAB 8+	Grapple attack as an attack of opportunity
Body Blow	One Martial Arts Style feat (specific- see text)	Temporary Defense loss
Box Ears	One Martial Arts Style feat (specific- see text)	Temporary Deafness
Choke Hold	One Martial Arts Style feat (specific- see text)	Strangulation
Circle Kick	One Martial Arts Style feat (specific- see text)	Increases kick damage
Combination	One Martial Arts Style feat, Two Martial Arts Maneuvers, BAB 1+	Bonuses on two attacks
Counterstrike	Block- Improved, Combat Reflexes	Attack of opportunity when blocking
Counterstrike, Improved	Counterstrike, BAB 9+	Attack of opportunity for each block
Deceptive Attack	Bluff 5 Ranks, One Martial Arts Style feat (specific- see text)	Charisma modifies attacks
Disarm Block	Improved Block, BAB 8+	Disarm attempt on Block
Dodge Roll	Tumble 5 Ranks, One Martial Arts Style feat (specific- see text)	Defense bonus
Elbow Slam	One Martial Arts Style feat (specific- see text)	Increases Elbow damage
Eye Gouge	One Martial Arts Style feat (specific- see text)	Temporary Blindness
Flying Kick	Jump Kick, One Martial Arts Style feat (specific- see text)	Jump skill adds to kick damage
Ground Fighting	One Martial Arts Style feat (specific- see text)	No Defense penalties when prone
Haymaker	Hook, One Martial Arts Style feat (specific- see text)	Punch damage increased
Head Butt	One Martial Arts Style feat (specific- see text)	Head damage increased
Heart Punch	One Martial Arts Style feat (specific- see text)	Stun on a punch
Heel Kick	One Martial Arts Style feat (specific- see text)	Kick damage increased
Hip Throw	One Martial Arts Style feat (specific- see text)	Trips cause damage
Hook	One Martial Arts Style feat (specific- see text)	Punch damage increased
Iaijutsu	Quick Draw	Initiative bonus
Immovable	One Martial Arts Style feat (any)	Bonus to resist Trips and Grapples
Improved Block	Block, BAB 5+	May Block weapons unarmed
Improved Combination	Combination, One Martial Arts Style feat, Three Martial Arts Maneuver feats, BAB 4+, Dex 13+	Bonuses on three attacks
Improved Counterstrike	Counterstrike, BAB 9+	May counterstrike multiple times
Instant Stand	Tumble 8 Ranks, One Martial Arts Style feat (specific- see text)	May stand as a free action
Jab	One Martial Arts Style feat (any)	Increases punch attack rolls
Jump Kick	Jump 5 Ranks, One Martial Arts Style feat (specific- see text)	Jump skill adds to kick damage
Kidney Punch	One Martial Arts Style feat (specific- see text)	Punch stuns
Leg Sweep	One Martial Arts Style feat (specific- see text)	Kick renders target prone
Lock Block	Improved Block, BAB 8+	Grapple on successful block
Momentum Throw	Unbalance Opponent, Improved Combat Throw, One Martial Arts Style feat (specific- see text)	Throw damage on missed attack
Nerve Strike	Pressure Points 5 Ranks, One Martial Arts Style feat (specific- see text)	Increase Pressure Point damage
Numbing Strike	Pressure Points 10 Ranks, Nerve Strike	Target takes penalties from Pressure Points

FEAT TABLES

Ridgehand	One Martial Arts Style feat (specific- see text)	Punch damage increased
Rush	one Martial Arts Style feat (specific- see text)	Bonuses to charge attacks
Short Power	Str 14+, Wis 13+, One Martial Arts Style feat (specific- see text)	Punch damage increased
Silencing Strike	Cobra	Target rendered mute
Snap Kick	One Martial Arts Style feat (specific- see text)	Attack roll bonuses to kicks
Thigh Kick	One Martial Arts Style feat (specific- see text)	Temporary Defense loss
Uppercut	One Martial Arts Style feat (specific- see text)	Punch damage increased

SIGNATURE MANEUVERS

Signature Maneuvers	Prerequisite	Benefit
Abaniko	Arnis	Arnis damage increased
Achilles Lock	Thai Kickboxing	Defense damage from grapple
Angry Monkey	Monkey	Defense bonus while prone
Antari	Hapkido	Snap Kick damage increased
Ashi-Sokuto	Jujutsu	Threat range increased for kicks
Ashi-Tori	Sumo Wrestling	Bonuses to Trip attack rolls
Balestra	Fencing	Increased criticals while charging
Broken Time	Fencing	Initiative bonus
Chan Si Bong	Shao-Lin	Ki is a free action
Chasse Tournant	Savate	Circle Kick attack roll bonuses
Cradle Pin	Aikido	Increased grapple damage
Crane Kick	White Crane	Increased snap kick damage
Crane Stance	White Crane	Defense bonus
Daisan	Kyudo	+1 to hit with Kyudo attacks
Deai	Aikido	Initiative and defense bonuses
Dojukiri	Kyudo	Increased Kyudo damage
Double Eagle	Eagle	Disarm bonuses
Eagle Claw	Eagle	Pressure point bonuses
Eight-Limbed Attack	Thai Kickboxing	Extra head and elbow attacks
Fall-Down Drunk	Drunken Master	Attack or defense bonuses
Fajing	Shao-Lin	Extra Str from Ki
Float like a Butterfly	Boxing	Defense bonuses, flurry of blows
Fouette Figure	Savate	Kicking criticals can be knockouts
Ginga	Capoeira	Defense bonus
Iaijutsu Strike	Kendo	Extra damage vs. flat-footed opponents
Improved Iaijutsu Strike	Kendo	Extra damage vs. flat-footed opponents
Leopard Crouch	Leopard	Bonus to Initiative
Leopard Punch	Leopard	Increased punch damage
Meia Lua de Frente	Capoeira	Increased Circle Kick damage
No Holds Barred	School of Hard Knocks	Increased Cheap Shot damage
Nukite Zuki	Karate	Increased criticals from Ridgehand attacks
One Inch Punch	Jeet Kune Do	Increased Short Power damage
Pak Antari	Hapkido	Increased damage on circle kick attacks
Pounce	Panther	Trip attack on a charge
Pyong Hi Sogi	Tae Kwon Do	Defense bonus
Sahblet	Pentjak Silat	Increased Pressure Point damage
Shadow	Ninjutsu	Hide in plain sight
Shadow Warrior	Ninjutsu	Harder to track/investigate
Shuto Uchi	Karate	Increased damage from Ridgehand attacks
Siku Perisai	Pentjak Silat	Elbow attack on block
Stagger	Drunken Master Defense bonus	
Stalking Panther	Panther	Defense or Initiative bonuses
Sting like a Bee	Boxing	Increased knockout chance
Tall Monkey	Monkey	Increased to hit and damage on punches
Teisho	Jujutsu	Increased Jab damage
Tiger Claw	Tiger	Temporary blindness
Tiger Stance	Tiger	Bonuses while Prone
Twi O Cha Gi	Tae Kwon Do	Bonuses to jump and flying kick
Vale Tudo	School of Hard Knocks	Increased cheap shot damage
Zen Archery	Kyudo	Pressure points usable at range

FEAT TABLES

KI FEATS

Ki Feats	Prerequisite	Benefit
Ki	Wis 13+	Ki equal to Wisdom modifier
Bushido	Ki, Inner Strength, Inner Power, BAB 10+	Defense penalty adds to attacks
Great Kiai	Ki, Kiai	Ki stuns
Hypnotic Gestures	Ki	Ki hypnotizes
Inner Peace	Ki, Inner Strength, Wisdom 15+	Avoid environmental damage
Inner Power	Ki, Inner Strength, Concentration 5 ranks.	Ki adds to Strength
Inner Strength	Ki	reroll failed Will save
Kiai	Ki	Ki stuns
Wuxia	Ki, Inner Strength, Concentration 8 ranks	Meditation adds to jumping

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