

Martial Arts Mayhem, Part I

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Introduction

Martial Arts Mayhem is a supplement for the *d20 Modern™ Roleplaying Game* by Wizards of the Coast. There are three parts to the supplement.

- I. Feats: These new martial arts feats complement those found in the *d20 Modern Roleplaying Game*. They generally add to class bonus feat lists.
- II. Schools: Heroes who develop certain skills and learn certain feats may be students of particular martial arts schools. When they meet the requirements of a school, they gain its benefits.
- III. Secret Techniques: These are secret, powerful blows, grips, holds, and other techniques taught only to the most dedicated students. Their prerequisites and restrictions balance them against other feats, and characters learn them just like feats.

Using This Material

Your heroes take these feats just as they would any others. When a feat adds to a class bonus feat list, we noted that in the feat description and on the table at the end. A GM who wishes to de-emphasize martial arts in his or her campaign may remove some or all of them from class bonus feat lists.

Rule 0

I wrote the original combat and equipment rules for the *d20 Modern Roleplaying Game*, and participated in all aspects of its design, development, and testing. I made my best effort to balance the rules in *Martial Arts Mayhem* between being cool and being reasonable. This material is not official, and GMs may choose to disallow some or all of it.

Feats

This is the first part of a martial arts supplement brought to you by The Game Mechanics, Inc. This supplement complements the material found in Chapter Three: Feats and Chapter Five: Combat of the *d20 Modern Roleplaying Game*. You can use this material alone, or with the next two parts of this supplement.

Blinding Punch

You have mastered striking the vital points that blind a humanoid opponent.

Prerequisite: Dex 13, Wis 13, base attack bonus +8, Defensive Martial Arts, Stunning Fist, Nauseating Punch.

Benefit: Against a humanoid opponent, you can use one of your stunning attempts (see Stunning Fist) to make an unarmed attack that has a chance

of blinding your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw he is blinded, rather than stunned, for 1 round per character level you possess. (See the *d20 Modern Roleplaying Game*, Chapter 5, Character Condition Summary for the consequences of being blinded.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus Feat: **Blinding Punch** is a bonus feat for the Fast hero and Martial Artist classes.

Crane Kick

You kick multiple opponents with the same attack action.

Prerequisites: Str 13, Dex 13, base attack bonus +2, Combat Martial Arts, Power Attack.

Benefit: As a full attack, you may make an unarmed melee attack after a successful melee attack. The second attack must be against a different opponent within the area you threaten. The second attack uses the same attack bonus as the successful melee attack.

Bonus feat: **Crane Kick** is a bonus feat for the Strong hero and Martial Artist classes.

Drunken Stance

You train in deceptive techniques that fool your opponent into thinking you are off-balance, unprepared, or unaware of his presence.

Prerequisites: Base attack bonus +2, Deceptive, Bluff 4 ranks.

Benefit: If you make a successful Bluff check against your opponent, you may make an unarmed attack of opportunity against him the next time he makes a melee attack against you. The Bluff check is an attack action that does not provoke an attack of opportunity, and only works against opponents with Intelligence of 3 or higher. The target of your attack of opportunity loses any Dexterity bonus to Defense against your attack of opportunity.

You may also attempt to use this feat with any Tiny or Small melee weapon with which you are proficient, but you incur a -2 or -6 penalty on your Bluff check, respectively.

Bonus feat: **Drunken Stance** is a bonus feat for the Charismatic hero and Martial Artist classes.

Genshin Awareness

Your superior awareness and compassion help you read the intentions of others and negate the effects of flanking.

Prerequisites: Wis 13, base attack bonus +3, Alertness, Combat Reflexes.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are without your Dexterity bonus to Defense, such as when you are flat-footed.

Normal: When you are flanked, the flanking opponents receive a +2 attack roll bonus against you.

Bonus feat: **Genshin Awareness** is a bonus feat for the Dedicated hero and Martial Artist classes.

Hands without Shadow

You throw a series of blindingly fast blows.

Prerequisites: Dex 15, base attack bonus +4, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: When you make a full attack action, you can make two additional unarmed attacks in a round at your highest base attack. All attacks made this round suffer a –5 attack penalty.

Bonus feat: **Hands without Shadow** is a bonus feat for the Strong hero and Martial Artist classes.

Improved Grapple

You are skilled in martial arts that emphasize holds and throws.

Prerequisite: Brawl.

Benefit: If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage while grappling, rather than nonlethal damage, without suffering a penalty on your grapple check.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so. They also suffer a –4 penalty on their grapple checks when trying to inflict normal damage in a grapple.

Bonus Feat: **Improved Grapple** is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Improvised Weapon Proficiency

You can use furniture, farm implements, or nearly anything else at hand to attack your foes.

Prerequisite: Base attack bonus +8.

Benefit: You can use an improvised weapon with no penalty to your attack roll. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give you a +2 equipment bonus on Disarm attempts. (See the *d20 Modern Roleplaying Game*,

Chapter Four, Improvised Weapons for examples and damage.)

Normal: Characters without this feat suffer a –4 penalty on their attack roll when attacking with improvised weapons.

Bonus feat: **Improvised Weapon Proficiency** is a bonus feat for the Martial Artist class.

Mat Techniques

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Brawl.

Benefit: You can make a melee attack from the prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Normal: Normally an attacker who is prone takes a –4 penalty on melee attack rolls. He gains a +4 bonus to his Defense against ranged attacks, but takes a –4 penalty to his Defense against melee attacks.

Bonus Feat: **Mat Techniques** is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Nauseating Punch

Your stunning attacks leave your humanoid opponents nauseated.

Prerequisites: Dex 13, Wis 13, base attack bonus +6, Defensive Martial Arts, Stunning Fist.

Benefit: When you make a successful stunning attack (see Stunning Fist), your opponent is nauseated for 1 round following the round in which he is stunned. (See the *d20 Modern Roleplaying Game*, Chapter 5, Character Condition Summary for the consequences of being nauseated.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus Feat: **Nauseating Punch** is a bonus feat for the Fast hero and Martial Artist classes.

No-Shadow Kick

You can follow up on a particularly powerful unarmed attack with a second kick.

Prerequisites: Str 13, base attack bonus +4, Power Attack, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: If your unarmed attack successfully scores a critical hit, you can immediately make an additional unarmed attack against the same opponent at the same base attack bonus as the attack that scored the critical



hit. A critical hit with the additional unarmed attack does not allow you to use this feat again, but another unarmed attack that scores a critical hit does.

For example, Russell has a base attack bonus of +11/+6/+1, and scores a critical hit against an ogre with his first attack. He uses this feat to immediately make an additional unarmed attack against the same ogre, again with a +11 base attack bonus. He scores a second critical hit, but it does not trigger the use of this feat. The ogre is weak in the knees but still standing, and Russell continues attacking, now with a +6 base attack bonus. Miraculously he scores a third critical hit and triggers the use of this feat a second time.

Bonus feat: No-Shadow Kick is a bonus feat for the Strong hero and Martial Artist classes.

Paralyzing Strike

You can paralyze a humanoid opponent with a stunning attack

Prerequisites: Dex 13, Wis 13, base attack bonus +10, Defensive Martial Arts, Stunning Fist, Nauseating Punch, Blinding Punch.

Benefit: Against a humanoid opponent, you can use one of your stunning attempts (see Stunning Fist) to make an unarmed attack that deals no damage but has a chance of paralyzing your target, rather than stunning it. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw, he is paralyzed for 1d4+1 rounds. (See the *d20 Modern Roleplaying Game*, Chapter 5, Character Condition Summary for the consequences of being paralyzed.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus feat: Paralyzing Strike is a bonus feat for the Fast hero and Martial Artist classes.

Stunning Fist

You have learned *atemi*, or blows to vital areas, that stun humanoid opponents.

Prerequisites: Dex 13, Wis 13, base attack bonus +4, Defensive Martial Arts.

Benefit: Declare that you are using this feat before you make your attack roll (thus a missed attack roll ruins the attempt). Make an unarmed melee attack. A successful attack does damage normally and forces your opponent to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the opponent fails his saving throw, he is stunned for 1 round (until just before your next action). (See the *d20 Modern Roleplaying Game*, Chapter 5, Character Condition Summary for the consequences of being stunned.)

You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round.

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus feat: Stunning Fist is a bonus feat for the Fast hero and Martial Artist classes.

Note: Stunning Fist is adapted from the feat of the same name in the 3rd Edition *Player's Handbook*.

Three-Conflicts Stance

You train to fight at close range and to resist grapple attacks.

Prerequisites: Base attack bonus +4, Combat Reflexes, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has an ability that would ordinarily prevent an attack of opportunity, such as the improved grab ability, Improved Grapple, or Improved Bull Rush.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Three-Conflicts Stance.

Bonus feat: Three-Conflicts Stance is a bonus feat for the Fast hero and Martial Artist classes.

Compiled Table of Feats

Feat	Cls	Prerequisite	Benefit
Acrobatic	FM	—	+2 on Jump and Tumble checks
Alertness	TD	—	+2 on Listen and Spot checks
Brawl	ST	—	+1 unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Grapple	STM	Brawl	Grapple as a free action after a successful unarmed strike
Mat Techniques	STM	Base attack bonus +2, Brawl	Attack from a prone position without penalty
Combat Expertise	FSm	Int 13	Reduce attack bonus by up to -5, increase Defense bonus by up to +5
Improved Trip	Sm	Combat Expertise, Int 13	Trip opponent and make immediate melee attack
Combat Martial Arts	S	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Crane Kick	SM	Str 13, Dex 13, base attack bonus +2, Combat Martial Arts, Power Attack	Second unarmed attack after successful melee attack
Improved Combat Martial Arts	S	Base attack bonus +4, Combat Martial Arts	Unarmed strike threatens critical hit on 19 or 20
Hands without Shadow	SM	Dex 15, base attack bonus +4, Combat Martial Arts, Improved Combat Martial Arts	Two extra unarmed attacks per round, all attacks at -5
No-Shadow Kick	SM	Str 13, base attack bonus +4, Power Attack, Combat Martial Arts, Improved Combat Martial Arts	Critical hit with unarmed attacks allow additional attack
Three-Conflicts Stance	FM	Base attack bonus +4, Combat Reflexes, Combat Martial Arts, Improved Combat Martial Arts	When enemy tries to grapple, your damage gives you bonus to resist grapple
Combat Reflexes	SM	—	Additional attacks of opportunity
Genshin Awareness	DM	Wis 13, base attack bonus +3, Alertness, Combat Reflexes	Attackers do not get flanking bonus
Deceptive	DC	—	+2 on Bluff and Disguise checks
Drunken Stance	CM	Base Attack Bonus +2, Deceptive, Bluff 4 ranks.	Successful Bluff check allows attack of opportunity against next melee attack
Defensive Martial Arts	F	—	+1 dodge bonus to Defense against melee attacks
Stunning Fist	FM	Dex 13, Wis 13, base attack bonus +4, Defensive Martial Arts	Chance to stun opponent with successful melee attack
Nauseating Punch	FM	Dex 13, Wis 13, base attack bonus +6, Defensive Martial Arts, Stunning Fist	Successful stunning attack also nauseates opponent
Blinding Punch	FM	Dex 13, Wis 13, base attack bonus +8, Defensive Martial Arts, Stunning Fist, Nauseating Punch	Unarmed melee attack has a chance to blind opponent
Paralyzing Strike	FM	Dex 13, Wis 13, base attack bonus +10, Defensive Martial Arts, Stunning Fist, Nauseating Punch, Blinding Punch	Unarmed melee attack has a chance to paralyze opponent
Improvised Weapon Proficiency	M	Base attack bonus +8	Use improvised weapons with no penalty.
Power Attack	ST	Str 13	Subtract from melee attack to add to melee damage roll

Class Notes

S: Feats marked this way are bonus feats for Strong heroes
F: Feats marked this way are bonus feats for Fast heroes.
T: Feats marked this way are bonus feats for Tough heroes.
Sm: Feats marked this way are bonus feats for Smart heroes.
D: Feats marked this way are bonus feats for Dedicated heroes.
C: Feats marked this way are bonus feats for Charismatic heroes.
M: Feats marked this way are bonus feats for Martial Artist heroes.

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