

Martial Arts Mayhem, Part III

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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. You need the other two parts of this supplement to use this part.

- 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

When a member of a martial arts school reaches and certain level of expertise and earns his master's trust, he may learn secret techniques of his school. These techniques are passed down from master to master, taught only to the students most closely approaching their schools' ideals.

Secret techniques are feats. Heroes may learn a secret technique any time they could learn a feat, provided they are masters of the appropriate school and meet the secret technique's prerequisite.

For example, Erratic Weave requires a hero to meet all the prerequisites of Third Degree Mastery of the Drunken Fighting school before she can learn it. She can learn Coiling Dragon after gaining Second Degree Mastery, but it is not a prerequisite for Erratic Weave.

Secret techniques are never on class bonus feat lists.

Unless a hero has some ability that allows her to spend multiple action points in a single round, she cannot combine secret techniques that require the expenditure of more than one action point.

When a technique requires that you spend an action point, do not roll dice for that action point unless the technique calls for it.

Rule 0

I wrote the original combat and equipment rules for *d20 Modern* 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 gamemasters may choose to disallow some or all of it.

Secret Techniques

This is the third part of a martial arts supplement brought to you by The Game Mechanics. This supplement complements the material found in the *d20 Modern Roleplaying Game*, Chapter Three: Feats and Chapter Five: Combat.

Coiling Dragon

You move with extraordinarily sinuous grace, confounding those who want to attack you.

Prerequisite: Second Degree Mastery of Drunken Fighting.

Benefits: You may spend an action point at the beginning of your action to gain a +4 Dodge bonus to Defense against all melee attacks made against you before your next action. If you take an action (other than moving) that provokes an attack of opportunity, or if you attack, you lose this bonus.

Dragon's Eye

Your keen perceptions give you insight into your opponent's defenses.

Prerequisite: Second Degree Mastery of Sticky Hands.

Benefits: As a move action, you may spend an action point to make a single Spot check against an opponent who is within 30 feet of you. The information you gain depends on the result of your check. You gain the information for your result and any results lower than yours:

Spot Check Result

Information Gained

5+	Whether or not the opponent is a normal character without action points.
10 +	Opponent's total Defense bonus
15+	Opponent's Dexterity bonus, class bonus to Defense, equipment bonus to Defense, and any situational modifiers (such as Dodge bonuses or cover).
20+	Opponent's current number of action points.

Erratic Weave

Your skill with Drunken techniques makes you harder to hit.

Losing Prerequisites

Secret techniques are feats: If you lose a prerequisite, you can't use the benefit of the secret technique. Once you regain the prerequisite, you regain the benefits.

For example, if your hero was a 3rd Degree Master of Deft Touch and took enough ability score damage to lower her Wisdom below 13, she would lose the ability to use Gorilla Palm and Mantis Finger Spear, if she had those feats, until she regained enough Wisdom to access the benefits of her school again.

Prerequisite: Third Degree Mastery of Drunken Fighting.

Benefits: You may spend an action point at the beginning of your action to gain a +2 Dodge bonus to all attacks made against you, both ranged and melee, before your next action. If you take an action that provokes an attack of opportunity (other than moving) or if you attack, you lose this bonus.

Irish Whip

You can bounce yourself off stationary objects to make charge attacks.

Prerequisite: Second Degree Mastery of Professional Wrestling.

Benefits: Make a charge attack normally except that you may change direction while moving. Opponents make attacks of opportunity against you normally, so if you leave a threatened area they may attack you before you complete your charge.

Gorilla Palm

Your unarmed attacks drain your target's internal energy.

Prerequisite: Third Degree Mastery of Deft Touch.

Benefits: As a full round action, spend an action point and make a single unarmed melee attack. If successful, your attack does no damage. Instead, the target of your attack loses 1d4 action points permanently. Gorilla Palm cannot reduce action points below zero.

Hammer Fist

Your hands and feet are conditioned to be capable of terrible blows to objects.

Prerequisite: Second Degree Mastery of Southern Fist.

Benefits: As a full attack action, you may spend an action point to make a single unarmed attack against an object. When you deal damage to the object, you ignore its hardness.

Mantis Finger Spear

Your precision blows can negate an opponent's agility.

Prerequisite: Second Degree Mastery of Deft Touch.

Benefits: Before you make your attack roll, declare that you are using this feat and spend an action point. Thus, a missed attack roll ruins the attempt.

Make an unarmed melee attack. If you succeed, you do no damage but the opponent attacked loses any Dexterity bonus to Defense until the start of your action on the next round.

Monkey Leap

You jump greater distances than normal.

Prerequisite: Second Degree Mastery of Northern Leg.

Benefits: You may spend an action point when you make a Jump check to jump a maximum distance equal to twice your speed, but your normal movement counts against this distance. For example, a hero with this secret technique has a movement of 30 feet. If he moves 20 feet in a straight line (the minimum move that doesn't double the DC of a jump), he can still jump 40 feet (DC 45).

Normal: You cannot make a horizontal long jump that covers a distance greater than your normal speed.

Repulse the Monkey

You are adept at defending yourself against charging attacks.

Prerequisite: Third Degree Mastery of Sticky Hands.

Benefits: You may spend an action point to ready an action and set yourself against a charge. When the charging opponent enters a square you threaten, you may make an unarmed attack against that opponent. If your attack succeeds, you do double damage. This effect lasts until you make an attack roll, or stop readying the action. This counts against your total number of attacks of opportunity for the round, and you cannot use this ability if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Snake Fist

You can make an unarmed melee attack as a touch attack.

Prerequisite: Third Degree Mastery of Southern Fist.

Benefits: You may spend an action point to make a single unarmed melee attack as a touch attack (see the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Touch Attack). This is a full attack action.

Tiger Step

You can run up or along walls for brief distances

Prerequisite: Third Degree Mastery of Northern Leg.

Benefits: You may spend an action point when you move so that part of your move is on a wall. You must begin and end your move on a relatively horizontal surface (such as a floor, ramp, or staircase), and can reach any height within this movement restriction. Changing from horizontal to vertical, or vice versa, is the equivalent of 5 feet of movement along a normal floor. For example, a normal human with this secret technique who starts at the base of a 20-foot wall could move straight up the

wall, then move on to the top of the wall (total move of 30 feet). You may double move using this secret technique, you may combine it with Spring Attack or Shot On the Run, but you cannot run.

Treat the wall as a normal floor for purposes of determining movement distance. For example, if you move both up and along a wall, you move diagonally (see Movement and Position in Chapter Five: Combat of the *d20 Modern Roleplaying Game*). If you fail to reach a horizontal surface at the end of your move, you fall prone and take damage according to how far you fall (see Falling in Chapter Seven: Gamemastering of the *d20 Modern Roleplaying Game*). Opponents on the floor still get attacks of opportunity if they threaten a part of the wall on which you move.

Table III-1: Secret Techniques and Schools

Secret Technique	School
Coiling Dragon	Drunken Fighting
Dragon's Eye	Sticky Hands
Erratic Weave	Drunken Fighting
Gorilla Palm	Deft Touch
Hammer Fist	Southern Fist
Irish Whip	Professional Wrestling
Mantis Finger Spear	Deft Touch
Monkey Leap	Northern Leg
Repulse the Monkey	Sticky Hands
Snake Fist	Southern Fist
Tiger Step	Northern Leg
Top Rope	Professional Wrestling

Top Rope

You jump with greater ease than normal.

Prerequisite: Third Degree Mastery of Professional Wrestling.

Benefits: You may spend an action point when you make a Jump check to halve the DC of that check (round up). Alternatively, you can make a Jump check at the normal DC without first making a 20-foot movement in a straight line first. For example, you may spend an action point to lower the DC for a 15-foot running long jump to DC 10, or you can make a 5-foot long jump without a 20-foot straight-line movement at DC 10.

Table III-2: Secret Techniques by School

School	Secret Techniques
Deft Touch	Gorilla Palm Mantis Finger Spear
Drunken Fighting	Coiling Dragon Erratic Weave
Northern Leg	Monkey Leap Tiger Step
Professional Wrestling	Irish Whip Top Rope
Southern Fist	Hammer Fist Snake Fist
Sticky Hands	Dragon's Eye Repulse the Monkey

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