



BLOOD AND FISTS

MODERN MARTIAL ARTS

MASTER EDITION

Requires the use of the d20 Modern™ Roleplaying Game,
published by Wizards of the Coast, Inc.

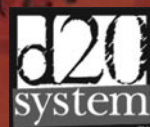


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MODERN MARTIAL ARTS



BY CHARLES RICE



ADDITIONAL DESIGN: CHRIS DAVIS, PAUL KING

EDITING: ERIC ROUNTREE, CHARLES BAIZE

COVER ART: JEREMY SIMMONS

INTERIOR ART: JOSEPH WIGFIELD, CHRIS MARTINEZ, JOHN LONGENBAUGH

LAYOUT: CHRIS DAVIS

PLAYTESTING AND EDITING: CARRIE BAIZE, CHARLES BAIZE, COREY HODGES, RYAN KELLY, CHRIS HOOVER, ETAN RIPPLINGER, AARON WIGGINS, TOM HAMLINE, EDWARD LENNON, PAULA RICE, JOSH ROEHM, JIM CRAPIA, JOHN PATRICK LEE, SEAN BRASHER, SCOTT PIERCE, JEREMY JETT, CHRIS CHAMPION

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INTRODUCTION

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. In such games, combat usually occurs between armed opponents, and skill in unarmed combat is developed only as a fallback option in the event that you are disarmed. Many people, however, enjoy movies with a decided focus on unarmed combat—films starring Bruce Lee, Jackie Chan, Jean-Claude van Damme, and other martial arts experts. With Blood and Fists, you can incorporate vivid and exciting unarmed 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.

Those words, written three years ago, served both as a mission statement for and a description of the original *Blood and Fists*. This book, the anniversary or “master” edition of that work, represents something of a personal milestone for me, so I hope you’ll excuse a little self-indulgent trip down memory lane. After all, it isn’t every day that a roleplaying book is reprinted just three years after it first appears, especially not a book by a small, independent company.

Almost three years ago to the day as I write this introduction, I had an idea. *D20 Modern* was a new system and Wizards was encouraging small third-party companies like RPGObjects to support it as heavily as possible. They had fast-tracked the rules into the SRD and even given a small group of publishers (including us) access to the rules before *D20 Modern* was printed.

The first book we published, *Blood and Relics*, was sufficiently successful (both in terms of sales and critical response) to encourage us to do more. As I became more experienced with the rules and running of *D20 Modern*, I decided that what the game needed was a much more robust martial arts system than it currently possessed. My solution was to improve upon the hand to hand combat feats in the core rules by drawing on the plethora of real world martial arts styles and philosophies, each with its own rich and varied history. I wanted to make learning the martial arts much more than a choice of “Attack A” or “Defense B;” it should be a role-playing decision, something that *said something* about your character.

This idea was not very well in keeping with the conventional wisdom of what made a good martial arts supplement for third edition; every single treatment of the subject to date used generic attacks and maneuvers to simulate martial arts. My idea was more in line with the martial arts sourcebooks published for the Hero and GURPS systems almost a decade earlier.

As we released the book, I remember awaiting the reaction with some anticipation. Since the book did use a different approach than people were used to, I expected the initial reaction to be negative despite my hopes that the book would find an audience in those who loved the groundbreaking works of Aaron Allston as much as I did. I was thus pleasantly surprised that readers, both fans and critics, seemed to “get” the book right away. They enjoyed learning the history of martial arts styles with which they were unfamiliar, and they enjoyed that not all the styles were Asian in origin—but most of all, they enjoyed being able to choose an actual martial arts style. It turns out it was just more fun to kill someone with “Kung Fu” than it was with “Hard Kicking Mastery.”

The book went on to become one of the best-selling books in RPGObjects’ history and received more than its share of critical acclaim, including a 2004 Ennies nomination for best rules supplement.

The system was so well received that, like the good martial arts movies it was designed to simulate, it spawned a franchise of sequels. In December of 2003 *Blood and Fists* collided with RPGObjects’ other popular franchise, Darwin’s World, for a look at martial arts of the dark future in *Wasteland Fury*. This book looked at more fantastic martial arts based on the fragments of modern society surviving into the era beyond the end of the world.

In June of 2004, the first true sequel to the game was released: *Blood and Fists: Hong Kong Knights*. This book expanded on the number of real world styles, almost doubling the number from the original book and expanding the range of streetfighting, grappling and weapon options available to martial artists using those maneuvers. It was accompanied by a new edition and edit of the original to make both books as clean and tight as possible.

In September 2005, the final *Blood and Fists* product was released: *Cosmic Fury*, which took an approach similar to that of *Wasteland Fury* but detailed the martial arts of a space opera future rather than those of an apocalyptic one.

This product brings the line full circle, printing all the material since the original edition, none of which has ever seen life outside of electronic e-book form until now. Bringing the books under one cover will make life easier for those using martial arts as a focus for their character or even for an entire campaign, allowing the maximum number of options while also just being plain fun.

As the author of all four of the works brought together in *Blood and Fists: Master Edition*, I hope you enjoy this definitive take on the system that brings the world of martial arts, from Aikido to Zen, into your modern games.

Chuck

CHAPTER 1: CHARACTERS



This section presents new classes for *d20 Modern* games. The first three represent the core advanced martial arts classes. 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.

After that, we present more specialized classes. The Ninja, the Yakuza and the Sensei represent specific professions more likely to be encountered in a martial arts campaign. The Totem Warrior and the Weapon Master represent specialists in specific types of martial arts styles.

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.



ADVANCED CLASSES

BAD-ASS BARROOM BRAWLER

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 1-1: 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



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

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

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 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: Concentration 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,





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

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.

MARTIAL ARTS MASTER

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.).

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.

NINJA

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

REQUIREMENTS

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

Skills: Hide 6 ranks, Move Silently 6 ranks

Feats: Ninjutsu, Shadow



TABLE 1-4: THE NINJA

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

CLASS INFORMATION

The following information pertains to the ninja advanced class.

Hit Die: d6

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

Class Skills: The ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha),

Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, behavioral sciences, history, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 5+ Int. modifier

CLASS FEATURES

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

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

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

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

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

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

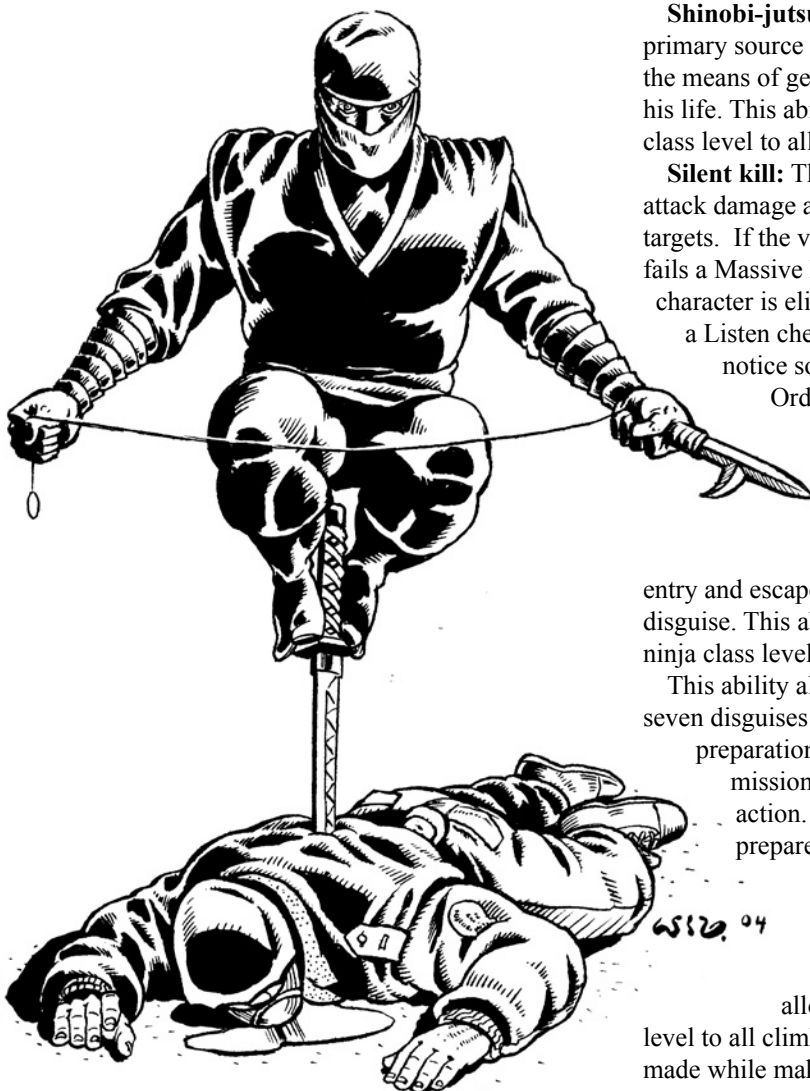




TABLE 1-5: PIT GLADIATOR

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	Pit Mastery	+2	+0
3 rd	+3	+3	+1	+1	Bonus Feat	+2	+1
4 th	+4	+4	+1	+1	Rage 2/day	+2	+1
5 th	+5	+4	+1	+1	Pit Mastery	+2	+1
6 th	+6	+5	+2	+2	Bonus Feat	+3	+2
7 th	+7	+5	+2	+2	Rage 3/day	+3	+2
8 th	+8	+6	+2	+2	Pit Mastery	+4	+2
9 th	+9	+6	+3	+3	Bonus Feat	+4	+3
10 th	+10	+7	+3	+3	Rage 4/day	+5	+3

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

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

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

PIT GLADIATOR

The Pit Gladiator is a professional arena fighter, skilled in the brutal arts of bareknuckle, full-contact bouts that do not end until one man goes down and either refuses or is unable to rise. There are no “points” to determine the winner, and combats often end with one fighter dead or disabled. Some of these men fight for honor, or personal glory, some even fight for the pride of their home towns, with each small village sending its toughest men against the nearby villages for personal bragging rights. More often, however, these fights are fixed, with the betting determining who wins and who loses. Originally from *Wasteland Fury: Post Apocalyptic Martial Arts*.

REQUIREMENTS

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

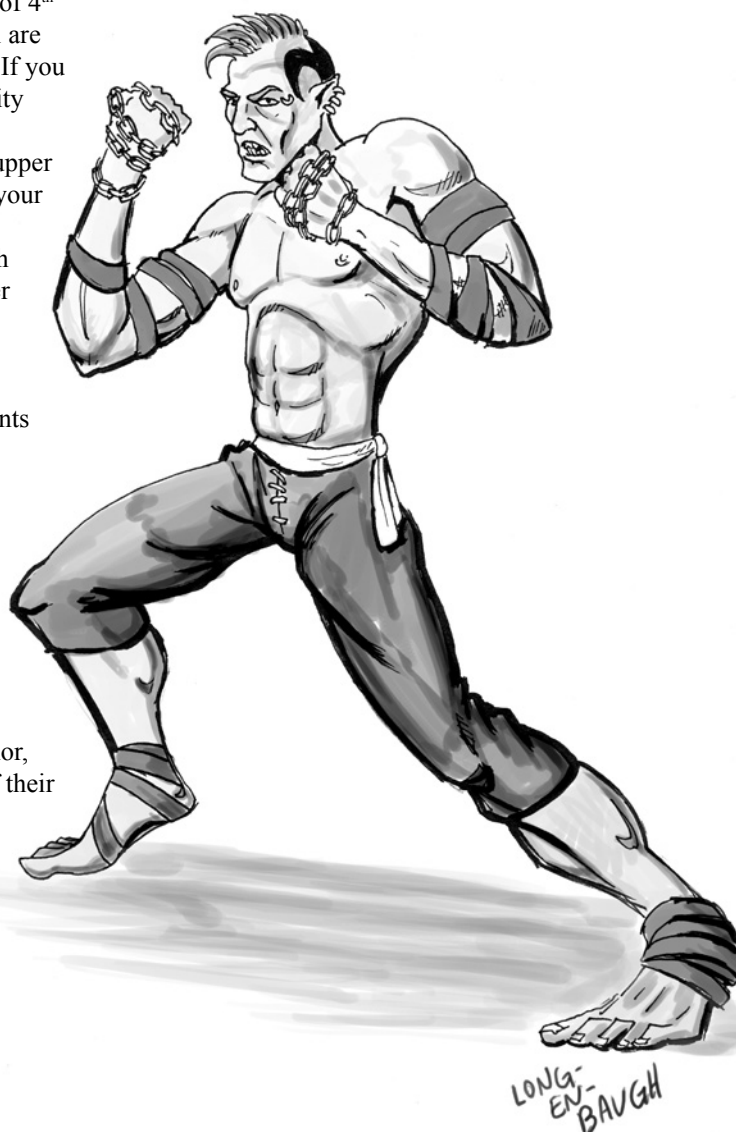
Base Attack Bonus: +3.

Feats: Combat Martial Arts, Pit Fighting.

CLASS INFORMATION

The following information pertains to the Pit Gladiator advanced class.

Hit Dice: 1d12.



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

Class Skills: The Pit Gladiator class skills are: Bluff (Cha), Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Pit Gladiator advanced class.

Bonus Feats: A Pit Gladiator receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Athletic, Block, Cleave,

Combat Reflexes, Exotic Melee Weapon Proficiency, Hook, Improved Damage Threshold, Jab, Power Attack, Renown, Toughness, Uppercut.

Rage: The Pit Gladiator can work himself into a frenzy, attacking his opponents with little regard for his own safety. This grants the Pit Gladiator ability bonuses and is also terrifying to his opponents. In a rage, the Pit Gladiator temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Pit Gladiator's hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution score drops back to normal. While raging, a Pit Gladiator cannot use skills or abilities that require patience and concentration.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, but the Pit Gladiator may end the rage at any time. At the end of the rage, the Pit Gladiator is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Pit Gladiator can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). However, a Pit

Gladiator may use 1 action point to rage if he has already exhausted his daily allowance. Entering a rage takes no time itself, but the Pit Gladiator can only do it during his action.

Pit Mastery: At the levels indicated, the Pit Gladiator gains a mastery from the pit fighter list (this list, and a definition of the masteries themselves, may be found in the martial arts mastery section below).

TOTEM WARRIOR

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

REQUIREMENTS

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

Base Attack Bonus: +3

Feats: Combat Martial Arts, any one Animal style

Skills: Intimidate 3 ranks

CLASS INFORMATION

The following information pertains to the totem warrior advanced class.

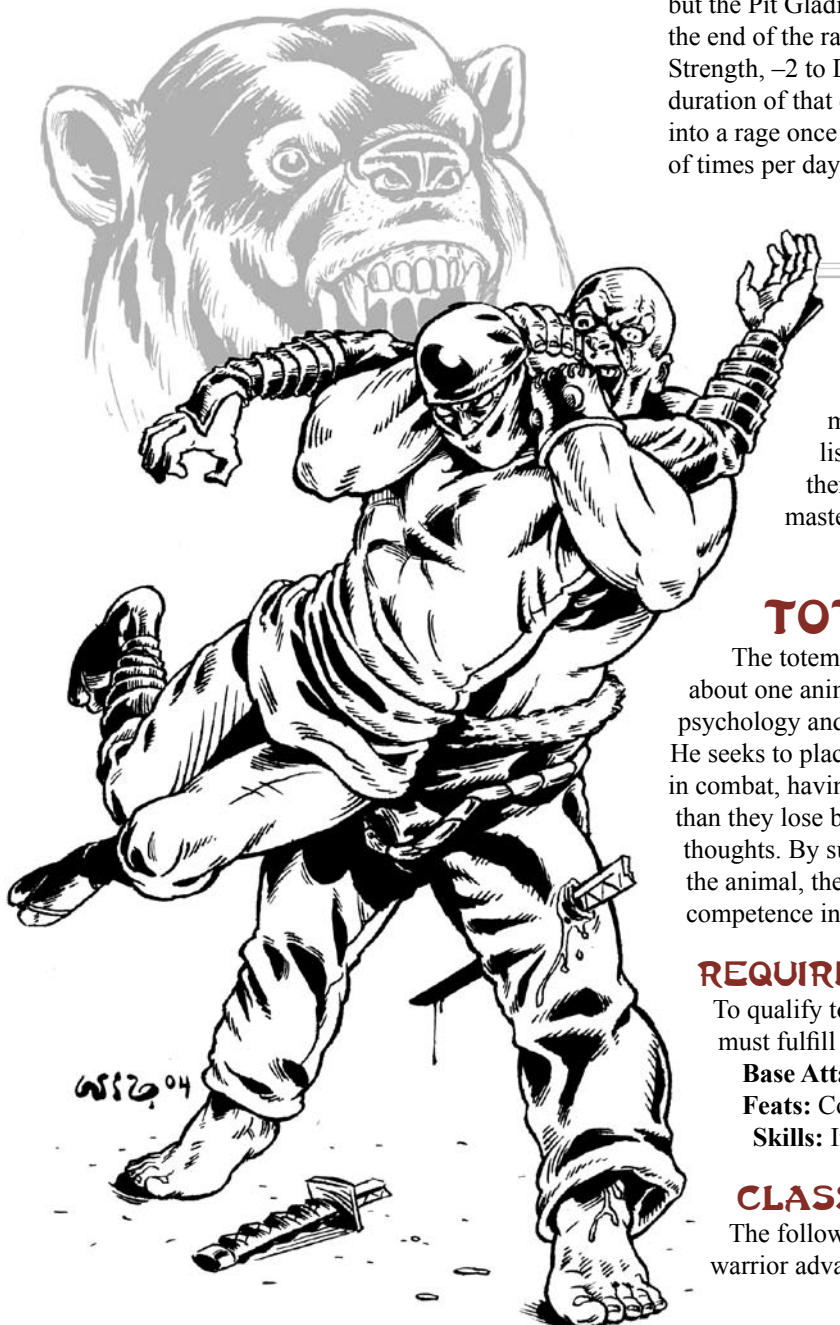




TABLE 1-6: TOTEM WARRIOR

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

Hit Die: d10

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

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

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

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

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

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

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

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

WEAPON MASTER

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

REQUIREMENTS

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

Base Attack Bonus: +3

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

Skills: Knowledge (tactics) 3 ranks

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

CLASS INFORMATION

The following information pertains to the weapon master advanced class.

Hit Die: d8

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

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

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

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

TABLE 1-7: THE WEAPON MASTER

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

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

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

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

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

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

YAKUZA

There is an old saying that represents, perhaps better than any other, the traditional Japanese mindset: "The nail that sticks up must be hammered down". The Yakuza crime families, the Japanese equivalent of the Mafia, are the nail that refuses to be hammered down. In a society based on rigid conformity, Yakuza stand out, wearing shiny sharkskin suits, driving bulletproof Lincolns and Cadillacs, sporting tattoos over most of their body, and ritually disfiguring themselves to atone for a mistake. Even the name Yakuza denotes those willing to be losers in a society predicated on perfection. The word Yakuza comes from Ya, (8) Ku (9) and Sa (3) that adds up to 20, a losing hand in a popular Japanese card game. Thus the Yakuza are the "losing hands".

Yakuza fall into three broad categories: tekiya, bakuto and gurentai. Tekiya are the street peddlers, and have been a part of Japanese society since the 18th century selling snake-oil and other goods not legally obtainable. Today tekiya sell all manner of bootleg software and music, mostly of American origin. Bakuto are the gamblers, and in the distant past worked fairs, providing dice games and other amusements. Today they operate pachinko parlors. Pachinko is the Japanese equivalent of a slot machine, in which a chrome ball races through a maze when released. The gurentai, however, are the true gangsters, and their name itself means "hoodlum". The gurentai rose to power in the years following World War II when the American occupation created an enormous new market for black market goods. Like

Prohibition in the United States, it was the American occupation that allowed the Yakuza to gain a foothold in Japanese society. And their numbers are enormous today, estimated at more than 110,000 active members. By contrast, the American Mafia is believed to have 20,000 active members, in a nation with more than twice the population of Japan. Not content with their position and influence in Japanese society (where they are closely allied with right-wing politics), the Yakuza have spread to Korea, Hong Kong, China, and the United States.

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

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

TABLE 1-8: THE YAKUZA

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



REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Knowledge (streetwise) 6 ranks

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

CLASS INFORMATION

The following information pertains to the yakuza advanced class.

Hit Die: d8

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

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

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

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

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

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

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

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

Oyabun: The character is now in command of an extremely influential yakuza family with vast territories

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

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

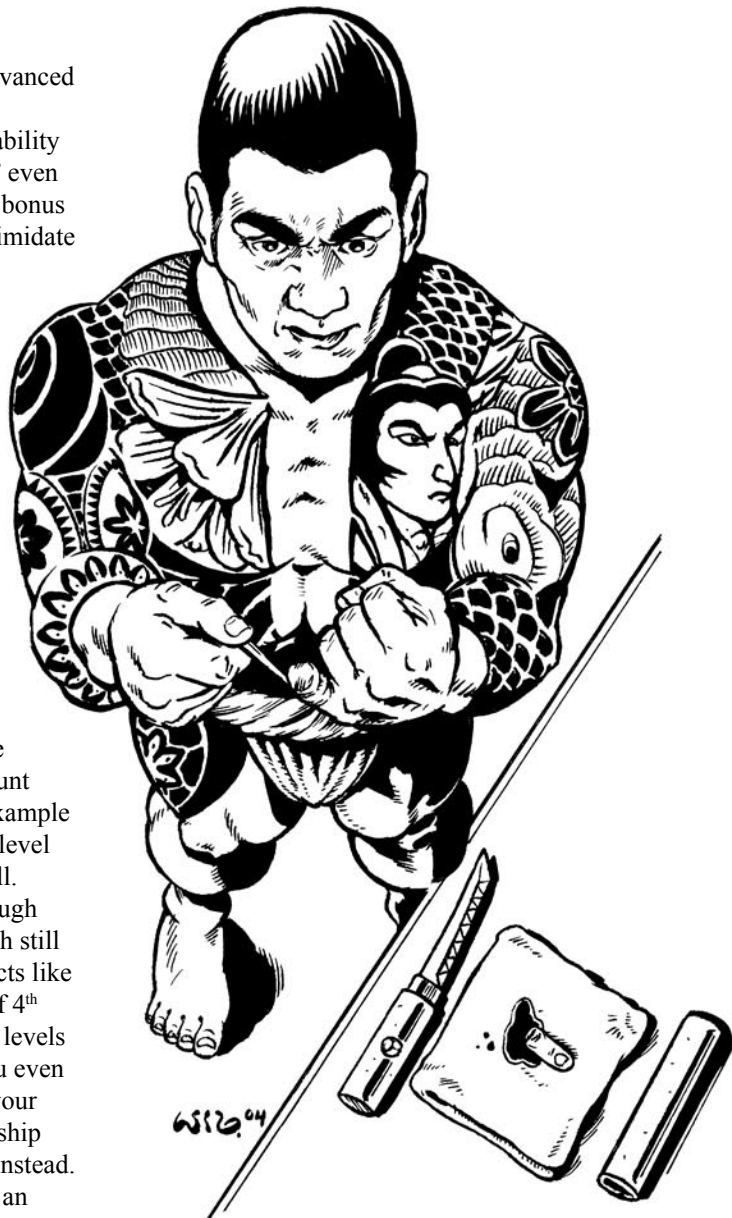




TABLE 1-9: THE SENSEI

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



PRESTIGE CLASSES

SENSEI

The master-student relationship is one of the most powerful aspects of the martial arts. So powerful is this

relationship it is feared by many governments with long martial arts traditions, as seen in the de-emphasizing of the relationship, in favor of the large clubs used to teach martial arts in Japan or in attempts to make the “sensei” the State, as has happened in China.

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

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

REQUIREMENTS

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

Base Attack Bonus: 5+

Skills: Concentration

8 ranks, Sense Motive

5 ranks

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

CLASS INFORMATION

The following information pertains to the sensei advanced class.

Hit Die: d6

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

Class Skills: The Sensei’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Pressure Points, Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 7+Int. modifier

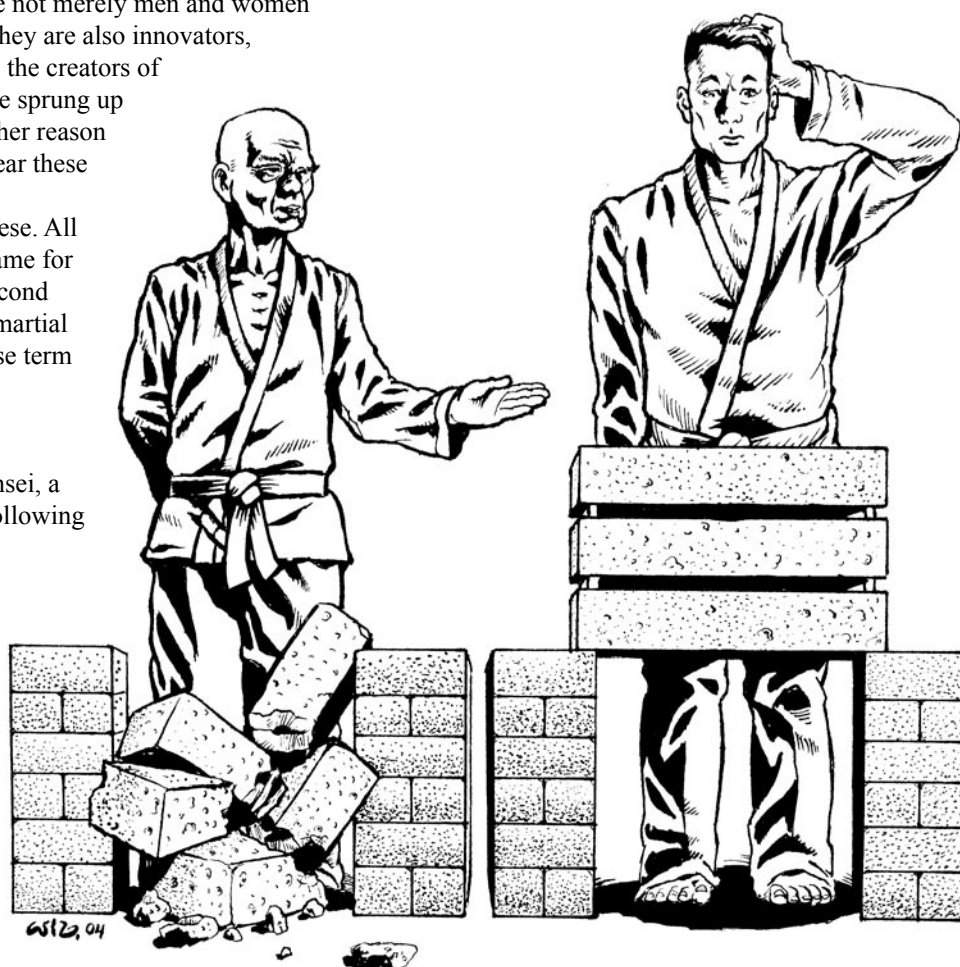




TABLE 1-10: THE WARRIOR MONK

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

CLASS FEATURES

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

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

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

Personal Style: Sensei can impart much more information to their students than mere instruction in a style or a maneuver. The sensei herself can pass her unique style onto her students. In order to gain the benefits from these abilities, a student must be considered a student of the sensei. This requires an allegiance to the sensei, as well as the sensei accepting the student for instruction. Remember that allegiances may only be changed when a character gains a level. Also, many sensei require lengthy, arduous probation periods, which may entail ignoring a prospective student, requiring gifts of him, or giving the student menial tasks such as cleaning or maintenance of the dojo. These probation periods separate those with devotion from those without.

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

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

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

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

WARRIOR MONK

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

REQUIREMENTS

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

Base Attack Bonus: +7

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

CLASS INFORMATION

The following information pertains to the warrior monk prestige class.

Hit Die: d8

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

Class Skills: The warrior monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Pressure Points, Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

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

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

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the warrior monk may select a bonus feat from the bonus



TABLE 1-II: THE ZEN MASTER

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

feat list for any of the styles he knows. Unlike the martial arts master and the contemplative master, the warrior monk does not need to pick a single style from which to choose his bonus feats. He may select freely from the bonus feats of any styles he knows. The warrior monk must meet the prerequisite for any feat he selects.

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

ZEN MASTER

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

REQUIREMENTS

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

Base Attack Bonus: +5

Skills: Concentration 10 ranks, Knowledge (theology and philosophy) 5 ranks

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

CLASS INFORMATION

The following information pertains to the Zen master prestige class.

Hit Die: d6

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

Class Skills: The Zen master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, history, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 9+Int. modifier

CLASS FEATURES

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

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

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

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

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

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



ALLEGIANCES

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

Motivation will determine what tactics a fighter uses, as well as the styles he will choose. What follows is a series of new allegiances detailing fighting philosophies. For characters with an extreme devotion to one of these philosophies, a series of feats will be found in the feats chapter based on these allegiances.

DANGER

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

ENLIGHTENMENT

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

EXCITEMENT

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

HONOR

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

LOYALTY

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

SELF-DEFENSE

You do not seek combat at all. You merely train in the martial arts to defend yourself when attacked. You will only strike first if an attack is imminent, and then only in a preemptive manner to eliminate the threat with the least amount of harm to yourself and your target. You prefer martial arts styles with strong defenses or overwhelming attacks.



SKILLS

BALANCE

Armor Penalty

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

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

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

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

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

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

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



your opponent gain a +2 circumstance bonus to attack rolls when using a weapon of large size.

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

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

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).

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

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

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

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

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



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.

ACUPRESSURE

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

Prerequisite: Treat Injury 5 ranks, Pressure Points 5 ranks

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

ANALYTICAL COMBAT

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

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

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

ANATOMICAL EXPERT

You have detailed knowledge of the human body.

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

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

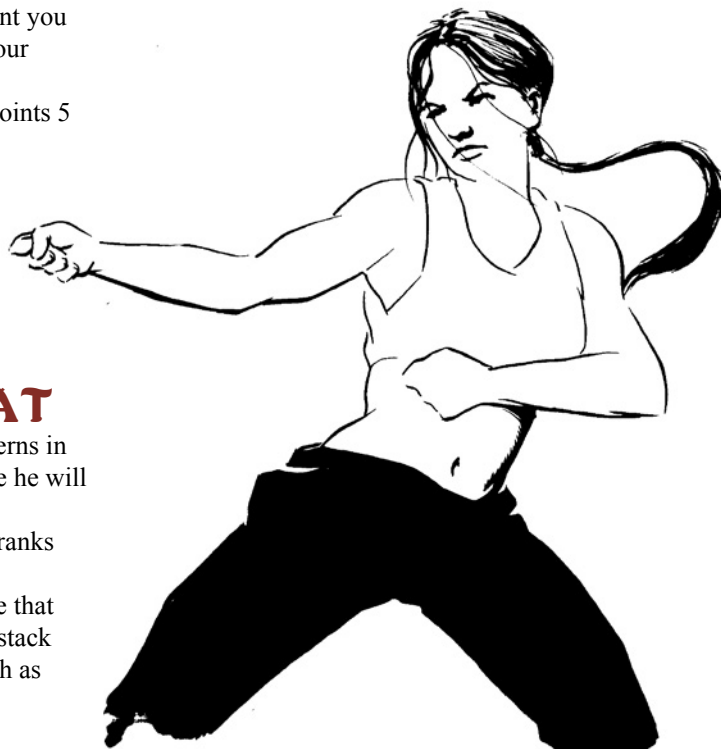
You are proficient with the weapons of classical India. The Gatka fighting style of the Sikh warrior teaches the student to master all the weapons in this group.

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.

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. Kenjutsu 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 Kenjutsu 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.

BRUTE

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

Prerequisite: Str 13+, Intimidate 5 ranks

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

DEATH WISH

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

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

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

for a total bonus of +2.

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

DEVOTION

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

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

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

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

FOOTWORK

You have mastered the art of moving in combat.

Prerequisite: Balance 3 ranks

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

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

HIGH PAIN THRESHOLD

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

Prerequisite: Con 13+, Concentration 5 ranks

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

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.

INFORMATION NETWORK

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

Prerequisite: Leadership



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.

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

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.

LEADERSHIP

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

Prerequisites: You must be at least 6th level.

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

Leadership Score: Your Leadership score equals your level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table 2-2: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect your Leadership score, as detailed in Table 2-3: Leadership Modifiers.

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

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

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

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

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.

PACIFIST

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

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

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

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

PERFECTIONIST

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

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

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

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

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.



STREET SAMURAI

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

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

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

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

T'AI-CHI

This ancient tradition, as old as Kung Fu itself, is one of the most popular forms of exercise and meditation in the world. It is predicated upon the maxim "Meditation in activity is a hundred, a thousand, a million times superior to meditation in repose", which distinguishes it from static forms of meditation, such as Yoga or Ching So.

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

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

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

TEAMWORK

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

Prerequisite: Allegiance (Loyalty- Specific Group)

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

The group this feat applies to may be an ad hoc group (such as members of a gang or students of the same sensei) or an established organization (such as the Army, the Police, or the FBI). If a large organization is used

for the group this feat is dedicated to you may gain this bonus even though you have never met the person you are fighting alongside, because of systematic training methods.

THRILL SEEKER

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

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

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

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

WEAPON PROFICIENCY-CLOAK

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

Prerequisite: BAB 1+

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

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

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.

ZEN FOCUS

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

Prerequisite: Concentration 5 ranks, Zen, BAB 5+

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



MARTIAL ARTS STYLES

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.

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 Brawl), 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.

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.

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.

JUTSU VS. DO; INTERNAL VS. EXTERNAL

In *Blood and Fists*, the reader will notice some styles have the –jutsu suffix while others have the –do suffix. As these relate specifically to the game concepts of internal vs. external styles, a discussion of these suffixes and their implications to real world martial arts styles might serve to enlighten the game concepts based on them.

During the Tokugawa period (1600 to 1867) Japan began to move out of its period of feudal internecine warfare that characterizes the medieval periods of many cultures throughout Europe and China. As control became more firmly rooted in the Tokugawa Shogunate



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

by rule of law, rather than force of arms, the value of the Samurai (both the weapon and the social class) began to diminish in importance. The Samurai's duty was to protect his lord and this was the only work his honor found noble. Since peace now reigned over the land of the rising sun, the Samurai had little to occupy his time. Thus many Samurai took their martial training into a new arena, as one writer put it, seeking "self-perfection rather than self-perfection"¹. Pragmatic combat techniques began to move increasingly away from the demands of the battlefield and toward the artistic.

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

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

Those of you who are screaming "get to the bloody styles already" are probably starting to wonder what

the point of this discourse is (besides an illustration of the author's abundant knowledge of his subject). For every style listed as a -jutsu in Blood and Fists, there is the potential for a -do and vice versa. Thus Aikido (an internal style) could become Aikijutsu (an external style), a practical and dangerous art of the Samurai. Jujutsu (an external style), another favored unarmed technique of the Samurai can become Judo (an internal style), a favored style of self-defense taught in university campuses around the world.

To make a -jutsu into a -do (and thereby making an external style into an internal one) change the attack modifier from Strength or Dexterity to Wisdom. This may, in the case of a style modified by Strength, require a reallocation of points. To balance out the style remove one attack zone. If Concentration is not a skill in the style add it, in place of a more combative skill such as Bluff or Tumble.

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

Example: Paula wants to play a Karate master along the lines of Mr. Miyagi, the wise Sensei from the Karate kid. Since Karate is her style of choice (in keeping with the character concept), but the offensive nature of the style is not, she asks the GM to create an alternative form of Karate for her. The GM decides to take the generic Karate (which is a form of Karate-jutsu, although the jutsu is understood and not appended to the name) and make a style of Karate-do from it. The GM decides



to leave the style's zones of attack in place, removing the Pressure Points skill. He then adds to the style its new internal status, with attacks being modified by Wisdom.

COMBINATION STYLES

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

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

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

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

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

STYLE MANEUVERS

After the style itself is described is a listing of all the maneuvers that use this style as a prerequisite. Also note that this is not done for combination styles nor for adaptable styles, as these do not effectively have their own maneuvers, they simply use the maneuvers of other styles (or all maneuvers in the case of adaptable styles).

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, Kenjutsu (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.

Style Maneuvers: Choke Hold, Dodge Roll, Full Nelson, Ground Fighting, Half Nelson, Hip Throw, Instant Stand, Joint Lock, Momentum Throw, Repelling Touch, Sticking Touch

ANIMAL-IMITATING CHUAN FA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

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.”

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.

Style Maneuvers: Body Blow, Hook, Nerve Strike, Numbing Strike

BANSHAY

Weapon Style

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

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

Prerequisite: Archaic Weapon Proficiency

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

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

BEAR

Animal Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

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

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

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.

Style Maneuvers: Bear Hug, Body Blow, Clothesline, Flying Tackle, Head Butt, Heart Punch, Rush

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 Brawl.

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.

Style Maneuvers: Body Blow, Haymaker, Head Butt, Hook, Kidney Punch, Uppercut

BRAZILIAN JIU JITSU

Martial Arts Style

In 1914 a Jujutsu master named Mitsuo Maeda moved to Brazil. In return for political assistance given to him



by Gastao Gracie, Mitsuo agreed to teach his son Carlos Jujutsu. Carlos then taught his brothers, and through constant no-holds barred sparring and competition created the art today known as Brazilian Jiu Jitsu, sometimes called Gracie Jiu Jitsu.

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

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

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

BULL

Animal Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

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

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

BURMESE BANDO

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and head attacks and are considered armed when making such attacks. This feat adds Balance, Intimidate and Jump to your list of class skills. Burmese Bando is an external style whose attacks are modified by Strength. Burmese

Bando is a combination style which contains elements of Bando and one of the following animal styles: Boar, Bull, Cobra, Deer, Eagle, Monkey, Panther, Python, Scorpion or Tiger.

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

Style Maneuvers: Combination style.

BURMESE BOXING

Martial Arts Style

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

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

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

Prerequisite: Brawl or Combat Martial Arts

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

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

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

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



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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.

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Dodge Roll, Flying Kick, Groin Kick, Ground Fighting, Jump Kick, Leg Sweep, Snap Kick, Thigh Kick

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.

Style Maneuvers: Back Kick, Circle Kick, Dodge Roll, Eye Gouge, Instant Stand, Jump Kick

CHI KUNG

Martial Arts Style

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

Prerequisite: Defensive Martial Arts

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

Style Maneuvers: Box Ears, Choke Hold, Full

Nelson, Half Nelson, Hip Throw, Immovable, Joint Lock, Momentum Throw, Nerve Strike, Numbing Strike and Tendon Lock

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 the Animal-imitating Chuan fa 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.

Style Maneuvers: Body Blow, Box Ears, Deceptive Attack, Heart Punch, Hook, Kidney Punch, Nerve Strike, Numbing Strike, Silencing Strike, Sticking Touch

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.

Style Maneuvers: Any (adaptable).

DEER

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Back Kick, Circle Kick, Groin

Kick, Head Butt, Heel Kick, Immovable, Jab, Leg Sweep, Snap Kick, Thigh Kick

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 the Animal-imitating Chuan fa 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.

Style Maneuvers: Axe Kick, Circle Kick, Flying Kick, Heel Kick, Jump Kick, Snap Kick, Thigh Kick

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.

Style Maneuvers: Back Kick, Circle Kick, Deceptive Attack, Dodge Roll, Eye Gouge, Groin Kick, Ground Fighting, Head Butt, Instant Stand, Jump Kick, Leg Sweep, Snap Kick, Uppercut

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.

Style Maneuvers: Body Blow, Box Ears, Eye Gouge, Heart Punch, Hook, Instant Stand, Kidney Punch, Nerve Strike, Numbing Strike

EASTERN WRESTLING

Martial Arts Style

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

Prerequisite: Brawl, Defensive Martial Arts or Improved Trip

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

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

FENCING~GENERIC

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 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).

Style Maneuvers: Thrust and Lunge

FENCING~FRENCH

Weapon Style

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

Prerequisite: Archaic Weapon Proficiency

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

Style Maneuvers: Thrust and Lunge

FENCING~ITALIAN

Weapon Style

Unlike the French school, Italian fencing relied more on power than grace. Two-weapon combat was favored with a classic coupe-de-grace of this style consisting of a grapple (often with the cloak or by dropping the primary weapon and using the right arm to grapple) to allow a vicious stab to the ribs with a secondary weapon.

Prerequisite: Archaic Weapon Proficiency

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

Style Maneuvers: Thrust and Lunge

FENCING~SPANISH

Weapon Style

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

Prerequisite: Archaic Weapon Proficiency

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

Style Maneuvers: Thrust and Lunge

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, Intimidate and Sense Motive to your list of class skills. Gatka is an External Style whose attacks are modified by Dexterity.

Style Maneuvers: Slash and Thrust

GRECO~ROMAN WRESTLING

Martial Arts Style

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

martial art (Kung-Fu is a possible contender for this crown, as the first recorded use of Kung Fu dates to the 5th century BC).

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

Prerequisite: Brawl, Combat Martial Arts or Improved Trip

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

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

GOJU-RYU KARATE

Martial Arts Style

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

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

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

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

GUN FU

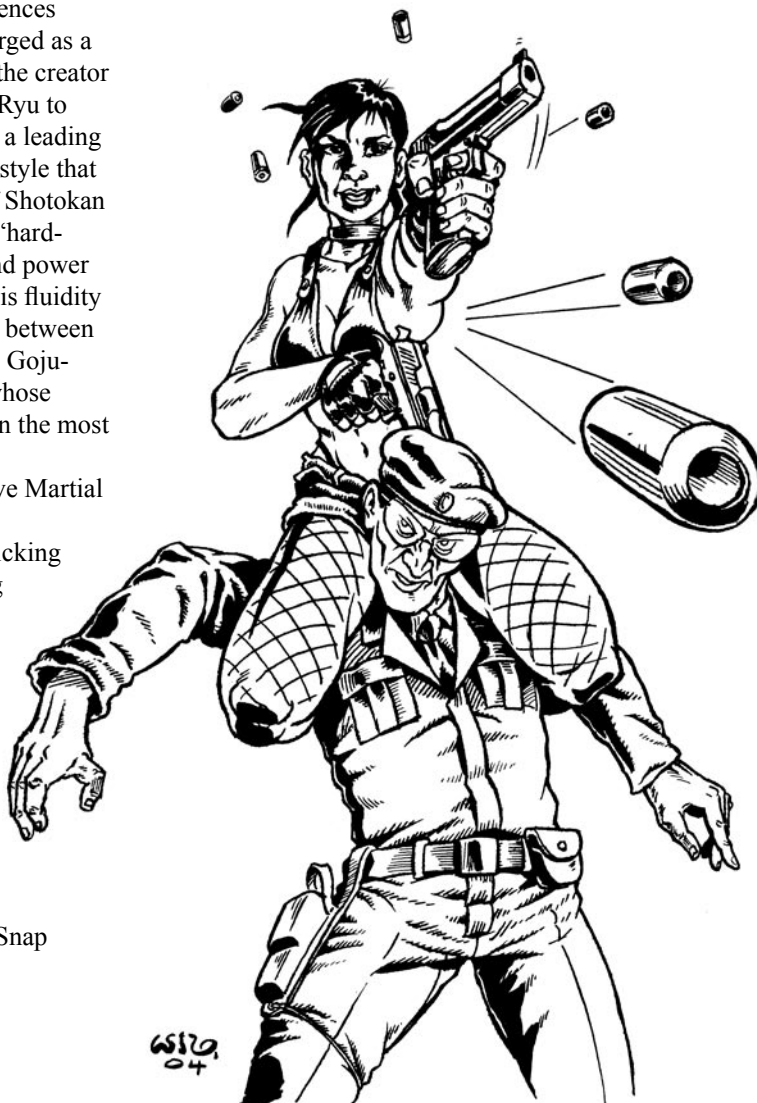
Weapon Style

Gun Fu is a martial arts application to gun combat. This style is seen in many popular movies and comic books, and has even become the adopted name of a popular paintball strategy guide. On a strictly historical note, since firearms were introduced to Japan the Bushi have had an art for firearms known as Hojutsu. Perhaps Gun Fu isn't entirely silly after all... That said, campaigns striving for realism including all gritty campaigns and many cinematic ones may not wish to allow this martial art. Check with your game master before selecting it.

Prerequisite: Personal Firearms Proficiency

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

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



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.

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Flying Kick, Groin Kick, Heel Kick, Hip Throw, Instant Stand, Jump Kick, Leg Sweep, Momentum Throw, Snap Kick, Thigh Kick

HORSE

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

HSING-I KUNG FU

Martial Arts Style

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

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

mysterious stranger.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed when making such attacks. Students of Hsing-i add their Wisdom modifier to their initiative when making unarmed attacks. This feat adds Sense Motive to your list of class skills. Hsing-i is an internal style whose attacks are modified by Wisdom. Hsing-i is a combination style that contains elements of Kung Fu and any one of the following animal styles: Dragon, Tiger, Monkey, Horse, Rooster, Eagle and Bear.

Style Maneuvers: Groin Kick

HUNG GAR

Martial Arts Style

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

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

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

Prerequisites: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Combination style.

HWA RANG DO

Martial Arts Style

Hwa Rang Do, which means "Way of the Flowering Manhood", was created by Dr. Joo Bang Lee in 1960. This martial arts style traces its combat techniques and



strict moral code to the Hwarang, or Flower Knights of Silla, one of the three kingdoms that comprise modern day Korea. Although Dr. Lee's style descended from much older forms and traditions, it was he who created the syllabus for systematic study of the art, and the requirements for belt rankings, so in the modern sense of creation this is the creation of the style we today call Hwa Rang Do.

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

Prerequisites: Combat Martial Arts or Defensive Martial Arts

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

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

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.

Style Maneuvers: Any (adaptable).

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."

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.

Style Maneuvers: Axe Kick, Back Kick, Body Blow, Choke Hold, Circle Kick, Full Nelson, Half Nelson, Groin Kick, Heart Punch, Heel Kick, Instant Stand, Joint Lock, Jump Kick, Kidney Punch, Leg Sweep, Nerve Strike, Numbing Strike, Ridgehand, Snap Kick, Thigh Kick, Uppercut

KAJUKENBO

Martial Arts Style

In 1947 five martial arts masters met in Oahu, Hawaii to create the ultimate combat martial art. The goal was to be able to survive any streetfight or combat situation against an armed or unarmed opponent. The five masters were: Adriano Emperado, a master of Escrima and Kenpo, Peter Y. Y. Choo, a master of tang soo do, Frank Ordonez, a master of Jujutsu, and Clarence Chang, a master of Kung Fu. After synthesizing techniques for over two years these masters created a martial art they called Kajukenbo. The name is an amalgam of the new art's component styles: Ka (Karate), Ju (Jujutsu), Ken (Kenpo), and Bo (Chinese Boxing or Kung Fu).

Although all five masters contributed greatly to the art, Emperado was the spiritual leader of the group, and his experiences fighting for his life in the back alleys of Honolulu as a poor youth was the driving force behind the style's focus on real street combat. It is for this reason he is today regarded as the founder of Kajukenbo, if one single person can be called by that title. Emperado opened the first Kajukenbo school in Honolulu with a training regimen that focused on the reality of street

combat. Full contact sparring was held daily and no holds were barred in these fights. Broken bones were a common occurrence. Needless to say there were soon few students attending this academy. However, those who persevered gained a reputation as deadly streetfighters.

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

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

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

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

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

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

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

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

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Combination style.

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.

Style Maneuvers: Axe Kick, Body Blow, Circle Kick, Groin Kick, Heart Punch, Heel Kick, Instant Stand, Kidney Punch, Leg Sweep, Lunge Punch, Palm Strike, Ridgehand, Snap Kick, Thigh Kick

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 an 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 Kenjutsu 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).

Style Maneuvers: Body Blow



KENPO

(Also Called Kempo)

Martial Arts Style

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

Prerequisites: Combat Martial Arts or Defensive Martial Arts

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

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

KNIFE FIGHTING

(Also Known As Tanto-Jutsu In Japan)

Weapon Style

As long as there have been blades there have been those who sought to master every facet of their bladed weapon both in combat where the best techniques for attack and defense are studied, and out of combat where meticulous care of the blade is performed. Although this martial art has a street or gang connotation today, in the form of Tanto-jutsu the noble Samurai of medieval Japan studied it.

Prerequisite: Weapon Focus (knife)

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

Style Maneuvers: Thrust

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.

Style Maneuvers: Body Blow, Box Ears, Hook, Instant Stand

KRAV MAGA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

attacks are modified by Strength. Krav Maga is an adaptable, non-aesthetic style.

Style Maneuvers: Any (adaptable).

KUK SOOL WON

Martial Arts Style

In 1910 the Japanese conquered Korea. During the reign of the occupation, which lasted until the end of the Second World War, Japan outlawed virtually all aspects of native Korean culture, from their spoken language to their native martial arts. Many martial arts masters went into hiding to avoid imprisonment or execution. One such master was Suh Myung-duk, martial arts instructor to the Korean Royal Family. In the face of severe penalties for teaching his art he decided to secretly pass on his knowledge to one of his grandsons so that it could be preserved for future generations. His grandson, In-hyuk Suh is the founder of Kuk Sool Won. In-hyuk Suh trained with his grandfather beginning at the age of five. Although an Allied victory brought about the end of Japanese occupation, Korea was to see little peace, and In-hyuk Suh's grandfather was killed by North Korean soldiers during the Korean War. However In-hyuk Suh continued his training, traveling Korea studying ancient texts at Buddhist temples and seeking out legendary masters in the remotest areas. After decades of training In-hyuk Suh named his new art Kuk Sool Won in 1961. In 1974 In-hyuk Suh came to America, and today the World Kuk Sool Association is headquartered in Houston. This headquarters houses a magnificent training facility for hand-to-hand combat, knife throwing, archery, swordsmanship, and horseback riding.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

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 are more than 1,500 styles of Kung Fu worldwide, ranging from combat styles to Taoist philosophies 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.

Style Maneuvers: Axe Kick, Back Kick, Choke Hold, Circle Kick, Eye Gouge, Flying Kick, Groin Kick, Heart Punch, Heel Kick, Instant Stand, Jump Kick, Kidney Punch, Leg Sweep, Palm Strike, Repelling Touch, Ridgehand, Short Power, Snap Kick, Sticking Touch, Thigh Kick

KYOKUSHIN KARATE

Martial Arts Style

Masutatsu Oyama is the creator of Kyokushin Karate. Born in Korea in 1923, Oyama began to study the martial arts at the age of nine. As the Second World War approached, Oyama moved to Japan and trained to become a pilot. While doing so he continued his study of the martial arts, studying Karate under the tutelage of Gichin Funakoshi, the founder of Shotokan Karate (see the Shotokan Karate entry for more information). Following WWII Oyama trained in Goju-ryu Karate under So Nei Chu, who was himself a student of Chojun Miyagi, that style's founder (see Goju-Ryu Karate for more information). Following a retreat to the mountains, during which Oyama trained for nearly three years in complete solitude, he began to tour and demonstrate his skills. During a yearlong trip through the United States, Oyama would accept any challenge as he traveled to dojo after dojo, and defeated all who opposed him, often with a single punch. Upon his return to Japan in 1953 he opened his first "dojo" in a vacant grass lot outside of Tokyo. Within four years he had a real dojo and 700 students. In 1964 a new facility was opened, and the style was given its own name, Kyokushin, or "Ultimate Truth". Oyama passed away in 1994, but his martial art continues to grow, currently having ten million registered practitioners, making this potent Karate-do one of the most widely practiced martial arts in the world today. Kyokushin practitioners greet one another with "Osu" instead of hello. This greeting comes from *osu no seidhen* and means "perseverance under pressure". Through this greeting students are reminded to always persevere regardless of circumstances.

Prerequisite: Combat Martial Arts or Defensive Martial Arts



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

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

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.

Style Maneuvers: Nerve Strike, Numbing Strike

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).

Style Maneuvers: Body Blow, Elbow Slam, Ground Fighting, Haymaker, Heart Punch, Hook, Instant Stand, Kidney Punch, Rush, Snap Kick, Uppercut

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.

Style Maneuvers: Bear Hug, Body Slam, Choke Hold, Flying Tackle, Full Nelson, Ground Fighting, Half Nelson, Hip Throw, Joint Lock, Nerve Strike, Numbing Strike

LUCHA LIBRE

Martial Arts Style

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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

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

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

MONKEY

Animal Style

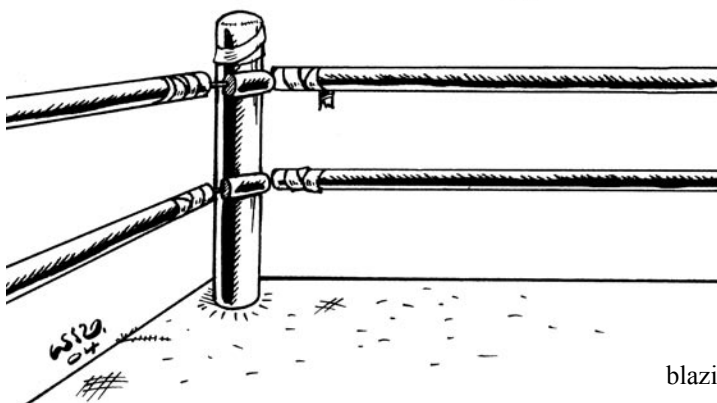
You use an acrobatic animal style, characterized by rolling around on the ground like an angry monkey. Conventional opponents find it difficult to fight you. Variants of this style exist in both Africa and the Orient.

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



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Bluff and Tumble to your list of class skills. Monkey is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Back Kick, Box Ears, Dodge Roll, Ground Fighting, Hook, Instant Stand, Leg Sweep, Momentum Throw, Rush

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 Kenjutsu-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.

Style Maneuvers: Dodge Roll, Instant Stand, Slash, Thrust

NINJUTSU

Martial Arts Style

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

Style Maneuvers: Any (adaptable).

PA~KUA

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Groin Kick

PANCRATION

Martial Arts Style

There were three main combative events in the ancient Olympic games: Pancration, Pugilism, and Wrestling. While Pugilism and Wrestling had weight classes and



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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Combination Style.

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).

Style Maneuvers: Back Kick, Circle Kick, Ground Fighting, Heel Kick, Hook, Jump Kick, Leg Sweep, Rush, Snap Kick, Thigh Kick

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.

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Elbow Slam, Heel Kick, Jump Kick, Leg Sweep, Nerve Strike, Numbing Strike, Repelling Touch, Snap Kick, Sticking Touch

POLE ARM FIGHTING

Weapon Style

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

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

Prerequisite: Exotic Weapon Proficiency (any pole arm)

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

Style Maneuvers: Slash and Thrust

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.

Style Maneuvers: Back Kick, Circle Kick, Elbow Slam, Heel Kick, Instant Stand, Nerve Strike, Numbing Strike, Palm Strike, Snap Kick, Sticking Touch

PROFESSIONAL WRESTLING

Martial Arts Style

Professional wrestling is a sport that has grown from circus sideshow antics into one of the most popular spectator spectacles in the world. This art uses the most innovative stunt work seen in modern movies, performing mock combat under dangerous conditions live in front of massive crowds.

Author’s Note: While the above history assumes



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

Prerequisite: Brawl, Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Body Slam, Clothesline, Flying Tackle, Full Nelson, Half Nelson, Joint Lock

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.

Style Maneuvers: Bear Hug, Choke Hold, Eye Gouge, Full Nelson, Ground Fighting, Half Nelson, Joint Lock

ROOSTER

Animal Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

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.

Style Maneuvers: Bear Hug, Body Blow, Body Slam, Choke Hold, Clothesline, Flying Tackle, Groin Kick, Haymaker, Heart Punch, Hip Throw, Hook, Kidney Punch, Uppercut

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 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.

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Flying Kick, Groin Kick, Heel Kick, Instant Stand, Jump Kick, Leg Sweep, Snap Kick, Thigh Kick

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: Brawl or 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.

Style Maneuvers: Body Slam, Clothesline, Eye Gouge, Flying Tackle, Groin Kick, Haymaker

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.

Style Maneuvers: Body Blow, Box Ears, Choke Hold, Deceptive Attack, Heart Punch, Hip Throw, Nerve Strike, Numbing Strike

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.

Style Maneuvers: Back Kick, Circle Kick, Flying Kick, Heel Kick, Jump Kick, Leg Sweep, Palm Strike, Repelling Touch, Ridgehand, Short Power, Snap Kick, Sticking Touch, Thigh Kick

SHITO-RYU KARATE

Martial Arts Style

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

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

SHOTOKAN KARATE

Martial Arts Style

When Okinawa was conquered by Japan in the 17th century, all manufacture and importation of weapons was forbidden. This led to both the use of innocuous farm implements as weapons (Kobujutsu, which can be found in Blood and Fists) and the clandestine study of Chinese unarmed fighting methods. This rudimentary martial arts style was called *te*, which means simply “hand”. This name was chosen because it was so common and innocuous, allowing discussion without drawing undue attention from watchful Japanese overlords. In 1903, when *te* was finally legalized and permitted to be taught in Okinawan schools (in order to improve the physical condition of Okinawan men so that they would make better conscripts in the Japanese army) the style was renamed *karate-jutsu*. Karate-jutsu roughly translates to “China hand art” a name that pays homage to the three influences of the art: kara- (China) -te- (Okinawa) -jutsu (Japan).

In 1922 Crown Prince (later Emperor) Hirohito witnessed a demonstration of Karate-jutsu, and was so





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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

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

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. Sojutsu is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Slash and Thrust

STAFF FIGHTING

(Also Known As Rokushakubo And Bojutsu In Japan)

Weapon Style

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

One advantage of pole arm fighting styles is the

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

Prerequisite: Weapon Focus (Staff)

Effect: You provoke no attacks of opportunity from trip attacks. You gain a +2 bonus to blocking attack rolls when using a staff. This feat adds Balance, Concentration, and Sense Motive to your list of class skills. Staff Fighting is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Lunge and Thrust

STICK FIGHTING

(Also Known As Jojutsu In Japan)

Weapon Style

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

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

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

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

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

Prerequisite: Weapon Focus (Jo Staff)



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

Style Maneuvers: Lunge and Thrust

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 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).

Style Maneuvers: Bear Hug, Body Blow, Body Slam, Box Ears, Choke Hold, Full Nelson, Half Nelson, Heart Punch, Hip Throw, Hook, Joint Lock

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.

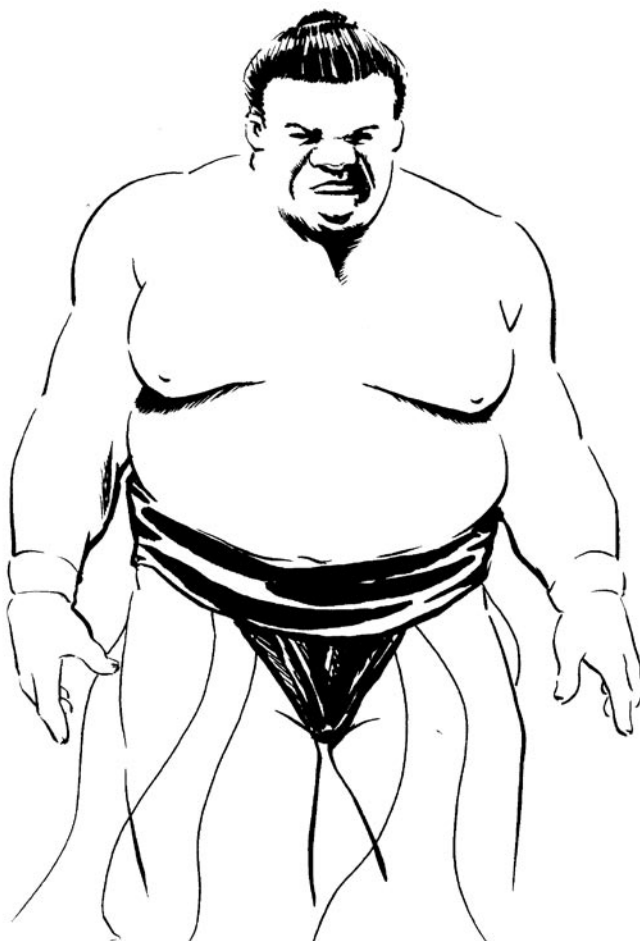
Effect: You are proficient in punch and kick attacks and are considered armed while making such attacks. This feat adds Balance, Jump, and Tumble to your list of class skills. TaeKwonDo is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Axe Kick, Back Kick, Circle Kick, Flying Kick, Groin Kick, Heel Kick, Instant Stand, Jump Kick, Leg Sweep, Snap Kick, Thigh Kick

T’AI-CHI CHUAN

Martial Arts Style

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





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art.

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

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

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

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

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

TAIHO~JUTSU

Martial Arts Style

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

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

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

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

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.

Style Maneuvers: Body Blow, Circle Kick, Elbow Slam, Groin Kick, Haymaker, Head Butt, Heart Punch, Heel Kick, Hook, Instant Stand, Kidney Punch, Leg Sweep, Snap Kick, Thigh Kick, Uppercut

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.

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).

Style Maneuvers: Body Blow, Eye Gouge, Ground Fighting, Heart Punch, Hook, Kidney Punch, Uppercut

WADO~RYU KARATE

Martial Arts Style

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

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

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

whose attacks are based on Strength. Wado-Ryu is a combination style that contains elements of Shotokan and Jujutsu.

Style Maneuvers: Combination style.

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.

Style Maneuvers: Back Kick, Circle Kick, Dodge Roll, Flying Kick, Groin Kick, Heel Kick, Instant Stand, Jump Kick, Leg Sweep, Nerve Strike, Numbing Strike, Snap Kick, Thigh Kick

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.

Style Maneuvers: Back Kick, Circle Kick, Heel Kick, Instant Stand, Jump Kick, Leg Sweep, Ridgehand, Snap Kick, Thigh Kick

YING JOW (EAGLE CLAW KUNG FU)

Martial Arts Style

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

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Combination style.



POST-APOCALYPTIC STYLES

The following martial arts styles were originally from *Wasteland Fury: Post Apocalyptic Martial Arts*. While a few have Ancient influences, most of the styles have been inspired by post-apocalyptic factions, movements, or mutant beasts.

ANCIENTS' LEGACY

Foundation Martial Arts Style

History: The Foundation seeks to uncover and reclaim as much of the Ancients' legacy as possible. Often this puts them in search of technology, the lost artifacts of the Ancients. However, in Ancient libraries, other legacies have been uncovered that show the Ancients were truly wise and powerful beyond measure. One of the first to uncover and relearn the awesome systematic fighting styles of the Ancients, the Foundation, with their warrior monks, have used these techniques, ancient even at the time of the Fall, to increase their power. As much as they have learned of these ways, there are those who seek even more knowledge and insight into the Ancients' combat and meditative techniques. Holograms and manuals have been discovered showing Ancient artists of the old styles who were able to break bricks with the softest touch, become invisible, and fly through the air like birds. Some within the Foundation believe these are mere stories told to entertain children among the Ancients, but some of the most fearsome warrior monks believe the stories are true, that it *is* possible for the inner





spirit to become so strong that anything is possible.

Although the Foundation has rediscovered dozens of Ancient fighting styles, the Legacy was the first style created after the Fall, and was first taught by the revered Sensei Master Wei. It is a combination of direct fighting styles, systematic study of the human body and its weaknesses, and esoteric philosophy. It has become far and away the most widely practiced combat style among the Foundation, and its secrets are closely guarded. The Legacy is never shared with outsiders, and a Sensei will put any prospective student through a horrendous trial to prove his dedication before taking him on as a student. At Foundation bases, prospective students, seeking to become *initiated* into the Legacy's methods, are seen prostrate before the training hall, called a *Dojo* (a term passed down from the Ancients themselves), bare chested, going without food or drink, baking in the hot sun of the Twisted Earth. Sometimes a week will pass before the doors to the dojo finally open and the prospective initiate is invited inside to begin his training.

Many fail this initial trial and never learn the Legacy.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

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

Style Maneuvers: Circle Kick, Leg Sweep, Lunge Punch, Ridgehand, Snap Kick

ANCIENTS' EXODUS

Foundation Martial Arts Style

History: Every member of the Foundation is told the story of the Exodus, how the original warriors of the Foundation made their way through the chaos and anarchy of the Last Days, attracting a band of desperate refugees as they made their way to safety. Legend has it that the Exodus, a defensive fighting style often taught to women extends back to those days, with the leaders of that rag-tag band teaching basic fighting techniques to the women and elderly, to keep them from being snatched from the group by the crazed marauders wandering mad through the streets, embracing the end of the world. How much fact there is to this tale is a matter of some debate, even within the ranks of the Foundation. However, this style has existed from the days of the Foundation's original vault home as a form of self-defense and exercise, and is taught to every member of the Foundation who wishes instruction at morning exercise sessions. Many wishing to learn Legacy take instruction in this style, hoping it will gain them the attention of the Sensei, and occasionally this does happen.

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

Effect: You provoke no Attacks of Opportunity for grapple and trip attacks. This feat adds Balance, Concentration, and Tumble to your list of class skills. Exodus is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Body Slam, Full Nelson, Half Nelson, Hip Throw

CRIMSON FIST

Brethren Martial Arts Style

History: The crimson flag is a well-known symbol of the Brethren, one of the more repulsive and backward groups of the Twisted Earth. These troglodyte-like creatures have developed a brutal fighting style of their own, one that is designed at least partially to help them overcome their opponents, who are frequently better armed and armored. The Brethren, especially those who are devoted practitioners of this style, are enraged by the notion that their way of fighting shares any similarity with a practice of the despised Ancients. They see the Ancients as fat and soft, and frequently point to evidence that this was true in defense of their fighting methods.



More often, however, anyone who tells a “Fist” (as practitioners of this style call themselves) that he is practicing an Ancient tradition gets a chance to see how brutally effective this style can be.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity for disarm attempts. This feat adds Escape Artist and Intimidate to your list of class skills. Crimson Fist is an external style whose attacks are modified by Strength.

Style Maneuvers: Body Blow, Haymaker, Hook, Uppercut

CRIMSON SHADOW

Brethren Martial Arts Style

History: Taught to only a few, the most dedicated and proven members of the Brethren, the masters of this style are truly living weapons, and fully *believe* themselves immune the most potent technological weapon. It is whispered that these assassins can walk through walls, and that entire clips of ammunition have hit nothing but air in fights against them. The Foundation considers these the typical rumors of the wasteland primitives... officially.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Climb, Hide, and Move Silently to your list of class skills. Crimson Shadow is an external style whose attacks are modified by Dexterity. Crimson Shadow is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win*- any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style).

Style Maneuvers: Any (adaptable).

GEMINI

General Martial Arts Style

History: Since ancient times, men have created martial arts styles by watching animals and adopting their fighting styles. Gemini is one of the growing number of martial arts created since the Fall that have come from the inhabitants emulating the fantastic new lifeforms of the Twisted Earth in combat, in this case the dreaded two-headed bear, whose ferocity is legendary.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch and head attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity when making grapple attacks. This feat adds Escape Artist and Intimidate to your list of class skills. Gemini is an external style whose attacks are modified by Strength.

Style Maneuvers: Bear Hug, Choke Hold, Full Nelson, Half Nelson, Haymaker, Hook

GROUND ZERO

Brotherhood of Radiation Martial Arts Style

History: Through their studies of the Ancients and their ways, the Brotherhood has learned many secrets that they guard zealously. Among these secrets are the Ancients’ knowledge of the body and how a slight touch can cause great pain, and how the mind can rule the body, allowing it to ignore pain, fatigue, hunger, and thirst. In the glowing wastes these creatures call home, bizarre, dancelike kata are practiced by the light of radiation, while the practitioners chant the names of isotopes and radioactive elements. Combatants using this style make extensive use of pressure points in combat, which they call “releasing the internal glow”, believing in their primitive fashion that radiation is an integral essence of the body and that touching the body at the right point somehow releases it, to painful effect.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. This feat adds Concentration and Pressure Points to your list of class skills. Ground Zero is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Hip Throw, Hook, Nerve Strike

HYDRA

General Martial Arts Style

History: Another style that emulates the beautiful and terrifying life that has begun to repopulate the Twisted Earth, Hydra emulates the multi-pronged attack of the Abomination, using deceptive hand movements and misdirection to allow attacks to come from unexpected directions, catching opponents off guard just as the abomination does with its many heads.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You may feint as a move action. This feat adds Balance and Bluff to your list of class skills. Hydra is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Deceptive Attack, Hook, Snap Kick, Uppercut

HYPOLYTA’S HAND

Amazons

History: The Amazons have a tradition of hand to hand combat training that goes back to the earliest days of the sisterhood. Any woman may come to them and receive basic instruction in these self-defense techniques, even if she does not wish to join the sisterhood. In communities where the Amazons are frequently seen, many mothers send their daughters out at night, unknown to even their fathers, to learn these techniques. Many raiders have been unpleasantly surprised in encounters with supposedly helpless women after an Amazon has visited a wasteland community.

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

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. You may feint as a move action. This feat adds Balance, Bluff, and Sense Motive to your list of class skills. Hypolyta's Hand is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Body Slam, Groin Kick, Hip Throw, Leg Sweep

LONE STAR

Rangers Martial Arts Style

History: Rangers are drilled in a saying from the day they begin their training, the most rigorous military training in all of the Twisted Earth, "A gun is only as good as the man shooting it". From the time of the Fall, the Rangers have stressed combat training of every kind, including hand to hand combat. Having once read a story about a "Texas Ranger", a young recruit began calling the fighting techniques he was learning, previously called "Hand to Hand Combat Training" *Lone Star* after the stars the rangers in his legends used to wear. Although the official name of the training course is still "Hand to Hand Combat Training" (the Rangers never deviate from the old ways), it is hard to find an actual Ranger who calls it that.

Prerequisite: Combat Martial Arts

Effect: Lone Star practitioners are proficient in head, elbow, punch, and kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Hide and Move Silently to your list of class skills. Lone Star is an external style whose attacks are modified by Strength or Dexterity (chosen when this feat is selected). Lone Star is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win-* any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style). Lone Star is a non-aesthetic style (meaning characters with this style may not take Ki feats).

Style Maneuvers: Any (adaptable).

LURKER'S EYES

General Martial Arts Style

History: Lurker's Eyes is another animal style, mimicking the stealthy, pouncing attacks of the Lurking Panther, and also that animal's ability to avoid surprise through the use of its eye stalks.

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity when making such attacks. You add Hide, Move Silently, and Spot to your list of class skills. Lurker's Eyes is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Hook, Rush, Uppercut, Flying Tackle

OCTOPUS

General Martial Arts Style

History: Octopus, named after an extinct animal most of its practitioners have never seen even in pictures, is one of a growing number of fighting styles designed to take advantage of the changes to the human genome wrought by the Fall. In this case, the common mutation of multiple arms. This style, along with Hydra, are frequently learned by those with four or more arms to deadly effect. While Hydra concentrates on feinting blows multiple times, throwing an opponent off guard with the sheer number of limbs he has to contend with, Octopus is a direct style that concentrates on overwhelming the defenses of your opponent with attack after attack launched in lethal eight and nine punch combinations.

Prerequisite: Multiattack

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. When making hand to hand or natural weapon attacks with multiple limbs, your penalty is reduced by 2 (which combines with the Multiattack feat for no penalty). If you also possess the Improved Multiattack feat you gain one extra attack at -6 of your highest Base Attack Bonus in addition one attack with each limb at no penalty. You add Balance, Escape Artist, and Intimidate to your list of class skills. Octopus is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Haymaker, Hook, Lunge Punch, Palm Strike

PIT FIGHTING

General Martial Arts Style

History: No one is sure when or where the brutal bloodsport of Pit Fighting began, but to say it has become a favored past time among those with nothing else to occupy their time would be an understatement. Some more civilized communities have attempted to ban the sport, but since all that is needed is a hole in the ground, this has proven very difficult. The handlers offer anything they think will cause the locals to watch, because if they watch, some will bet on the games, some will buy liquor and food from the handlers, and some might unexpectedly become part of the show if they aren't careful. Attractions offered include the ever-popular gladiator match, but rad wolves vs. two-headed bears are extremely popular as well for those with the ability to capture such savage beasts. If only one is available, an untrained fighter against a rad wolf seems to send the drifters into a wild drinking, gambling frenzy. Gladiators, being a somewhat rare commodity, are saved from such fates, until they get too old, or hurt, to put on a good show.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity when making grapple attacks. This feat adds Balance, Intimidate, and Sense Motive to your list of class skills. Pit fighting is an

external style modified by Strength. Pit fighting is a non-aesthetic style (meaning characters with this style may not take Ki feats).

Style Maneuvers: Full Nelson, Half Nelson, Joint Lock, Uppercut

RAD WOLF

Brotherhood of Radiation Martial Arts Style

History: Many members of the Brotherhood breed these vicious predators the way primitive man bred dogs for hunting and defense. Their admiration of the creatures has risen to the point that some members of the Brotherhood have adopted a fighting style that seeks to emulate the Rad Wolf's slashing style, leaping in and knocking an opponent to the ground, then finishing him with a bite to the jugular. This style teaches cooperative fighting, or "pack tactics" as its practitioners call it, with fighters surrounding an opponent, taking turns slashing in to attack, or feinting to cause an opponent to divert attention away from the real attack. Opponents of the Brotherhood have come to fear this fighting style, and its brutal effectiveness has caused it to spread through their ranks like wildfire.

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch attacks and provoke no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. This feat adds Balance, Intimidate, and Tumble to your list of class skills. Rad Wolf is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Body Slam, Hipe Throw, Rush, Uppercut

SANDSTORM

Doomriders Martial Arts Style

History: Of the new practitioners of the unarmed fighting styles of the Twisted Earth, the Doomriders are some of the most potent, brutal stylists. New members are "taught" this style, during their "initiation", being constantly beaten during sadistic "practice sessions" during which the untrained initiate is literally used as a human punching bag. The "practice dummy", as he is called, is encouraged to try and fight back, and if he survives the daily beatings at the hands of his betters, he has learned the basics of this style. Once one has become a full-fledged Doomrider, disputes are handled through unarmed matches using this style, with the winner being judged "right" in whatever disagreement prompted the argument. Often being "right" involves beating your opponent to death with your bare hands. Tests of leadership are also handled in this manner. This causes many high-level Doomriders, especially their leaders, to be incredibly proficient in this style, and many armed guardians, to their surprise, have met brutal deaths at the hands of older Doomriders who have run out of ammunition or been disarmed.

According to Doomrider tradition, this style was created by the Doomsayer himself, and practice dummies are indoctrinated with sayings and philosophies

attributed to him while being beaten. Often by the time they are full-fledged members of the gang themselves, these twisted and warped souls are reciting the sayings themselves, while initiating a new practice dummy.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in kick and punch attacks, and provoke no Attacks of Opportunity while making such attacks. This feat adds Bluff, Intimidate, and Sense Motive to your list of class skills. Sandstorm is an external style whose attacks are modified by Strength.

Style Maneuvers: Circle Kick, Clothesline, Groin Kick, Leg Sweep, Snap Kick

SERENITY

Movement Martial Arts Style

History: As the Movement prepared for its climactic battle with the Mongoliant horde, the Fallen God taught his followers many combat techniques, forging his pitiful followers into a mighty army. Simple farm implements and shovels were turned into dangerous weapons, fear was forgotten, death a dream, and the battlefield serene. The Mongoliant horde had never seen fighting like this, and their bloodthirsty cries failed to frighten their opponents, who moved calmly through the battle, disarming their opponents with their long chains, then pouncing on them and choking them. In the end, although the followers of the Fallen God were outnumbered more than three to one, the battle was a slaughter; Serenity was born.

Today, members of the movement travel the Twisted Earth with that same serenity, and when their message of peace is met with violence, a simple chain belt disarms an opponent and binds him, so that he may know the wisdom and purity of the Fallen God and his ways. Often this display of prowess gains more converts than the message itself, but for whatever reason, the Movement continues to spread faster and faster, like a brushfire driven by summer winds, across the Twisted Earth.

Prerequisite: Exotic Weapon Proficiency- Chain

Effect: When using a chain to trip or disarm, Serenity practitioners gain an additional +2 bonus to opposed attack rolls. When using a chain as a dual weapon, Serenity practitioners act as if they had the two weapon fighting feat. This feat adds Balance, Concentration, and Tumble to your list of class skills. Serenity is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Choke Hold, Leg Sweep

SILVER AND BLACK

General Martial Arts Style

History: A popular style among the raider gangs, this style, which began as a variant of pit fighting, with some Sandstorm elements added in, has begun to become a cult of its own, much to the concern of raider gang chieftains, since practitioners of this style seem to bear more loyalty toward one another than to their gangs or villages. In the time before the fall, there were practitioners of this style, gladiators who won fame and prowess through their brutality and fearlessness. This



gang wore distinctive silver and black clothing adorned with an image of their leader, and numbers denoting rank, to strike fear into their enemies. Practitioners of this style frequently are seen in scraps of these uniforms, or homemade imitations. Anyone wearing a higher number than you is to be obeyed, unless you can defeat him and take his uniform from him. Many gang leaders are so alarmed at this growing unity that they have banned it from their sight, on pain of death.

Effect: You are proficient in punch and kick attacks, and suffer no Attacks of Opportunity when making such attacks. This feat adds Intimidate, Jump, and Knowledge (tactics) to your list of class skills. Silver and Black is an external style whose attacks are modified by Strength or Dexterity (chosen when this feat is selected).

Style Maneuvers: Flying Kick, Hook, Leg Sweep, Rush, Snap Kick

WAYFARER'S WALKING STICK

Far Traders Martial Arts Style

History: The far traders have given up a sedentary lifestyle for life on the road. However, the roads of the Twisted Earth are far from kind, and frequently these nomadic gypsies find themselves dealing with raiders who want their goods, or ghouls who want their flesh. Both are vital to the far trader's way of life, and are defended with equal zeal. Since potential customers have as much to fear from traders as they do from their customers, Far Traders learned long ago they could not travel loaded down with heavy weapons, so the quandary of how to defend themselves was made even more acute. Over the years, the traders have developed this style, allowing them to defend themselves either with no weapons at all, or with a simple staff, or as the Far Traders like to call it, a "wayfarer's walking stick".

Prerequisite: Combat Martial Arts and Simple Weapon proficiency

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. When using a staff to block, you receive +2 to hit on opposed attack rolls (see the Block feat for more information). This feat adds Balance, Bluff, and Sense Motive to your list of class skills. Wayfarer's walking stick is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Leg Sweep, Lunge

WHIRLING DERVISH

Clean Martial Arts Style

History: The Clean Water Clans are known for their practical, ruthless, and effective methods of dealing with those who oppose them. This style, which grew from a spinning dance popular among the Clean's young, uses spinning movements to kick with tremendous force, while catching an opponent off guard. Typical of the Clean's utilitarian philosophy, this combat style shuns any notion of mysticism as so much superstitious nonsense.

Prerequisite: Combat Martial Arts

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Balance, Jump, and Tumble to your list of class skills. Whirling Dervish is an external style whose attacks are modified by Dexterity. Whirling Dervish is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win*- any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style). Whirling Dervish is a non-aesthetic style (meaning characters with this style may not take Ki feats).

Style Maneuvers: Any (adaptable).



SCI-FI MARTIAL ARTS STYLES

The following are martial arts styles suitable for futuristic and space campaigns.

BEAM SWORD FENCING (MYSTICAL)

Fencing, or the art of sword fighting, undergoes a long hiatus in the history of warfare. With PL 8 and the creation of the beam sword, fencing reappears as students attempt to master this new and deadly weapon. Some schools of beam sword combat focus on the mystical energies, just as ancient Spanish schools of fencing focused on mathematics and lines of force. This school of beam sword fighting seeks to harness the inner energy of the warrior and sees the beam sword as primarily a defensive weapon.

Effect: You gain a +2 competence bonus to blocking attack rolls. This feat adds Concentrate and Sense Motive to your list of class skills. Beam Sword Fencing (Mystical) is an internal martial arts style whose attacks are modified by Wisdom.

Style Maneuvers: Slash

BEAM SWORD FENCING (POWER)

This style of beam sword fencing sees the beam sword as a decidedly offensive weapon and focuses on brute force attacks. Students of this style wield the beam sword two-handed whenever possible to lend greater force behind their attacks.

Effect: When using the beam sword two handed your Strength modifier to damage is doubled (usually wielding a weapon two-handed is modified by 1.5 times the wielder's Strength modifier). This feat adds Pressure Points to your list of class skills. Beam Sword Fencing (Power) is an external martial arts style whose attacks are modified by Strength.

Style Maneuvers: Slash

BEAM SWORD FENCING (SPEED)

This style of beam sword fencing still sees the beam sword as an offensive weapon but emphasizes the weapon's light weight to generate greater attack speed, rather than brute force. The students of this style see the beam sword as an elegant weapon and love to use two beam swords at once.

Effect: When wielding two beam swords simultaneously your attack penalty is reduced by 2. This feat adds Balance and Tumble to your list of class skills. Beam Sword Fencing (Speed) is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Slash

BUG SLAYER

The galaxy is a dangerous place, full of predatory aliens little better than bugs - big bugs capable of eating you. For this reason many futuristic societies have developed a systematic method of fighting these creatures. While each school has its own name for these combat methods, the style is commonly known by the name given to it by the low-ranking soldiers who learn the style as a part of their advanced training: bughunting.

Effect: This feat allows the use of the Pressure Points skill against aliens. When using the Pressure Points skill against aliens this style allows the skill to be used one additional time per encounter and increases the damage inflicted by +2 points. This feat adds Pressure Points and Spot to your list of class skills. Bughunter is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Nerve Strike

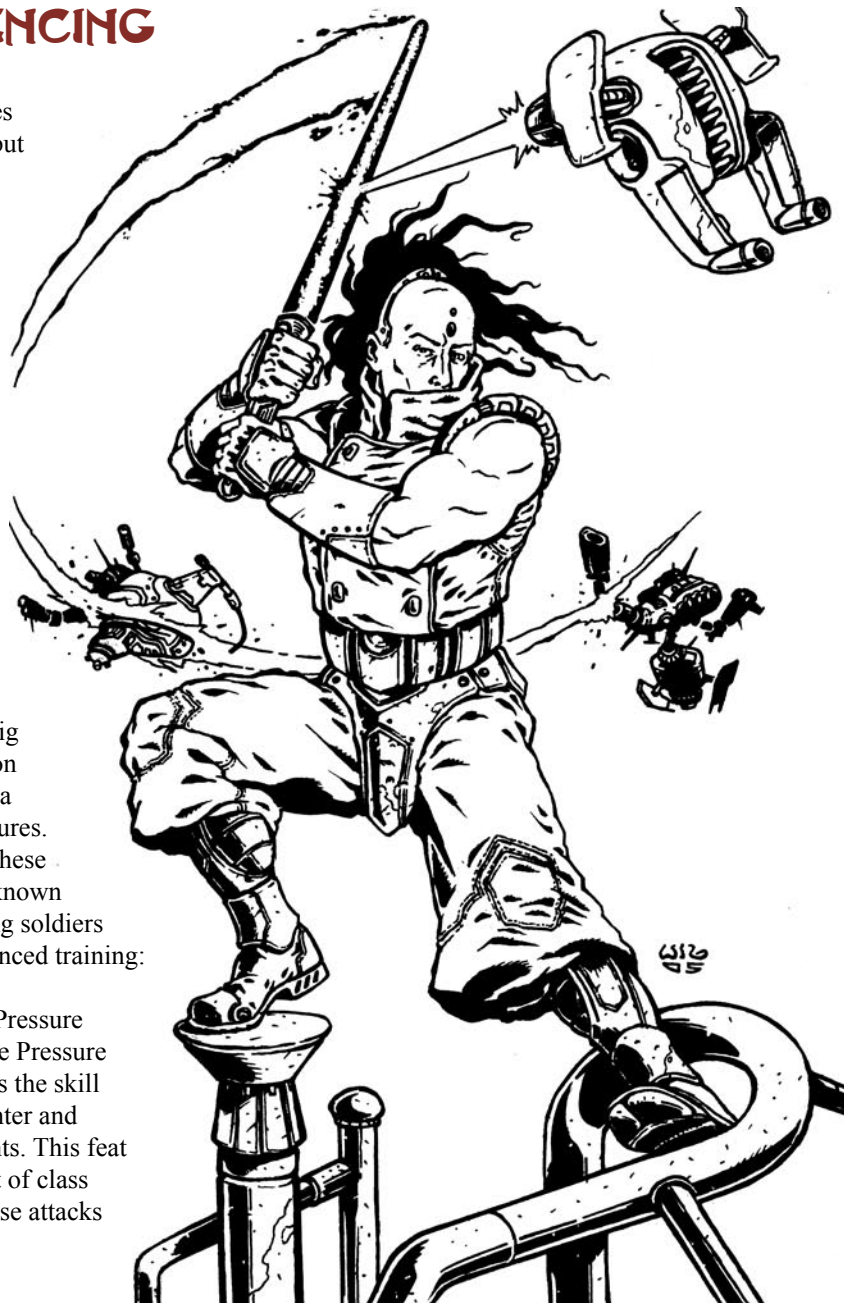
HOPBOXING

Hopboxing is a martial art born and bred for combat in zero and low gravity environments. The hopboxer will bounce around the combat zone from object to object (usually employing either the minimum gravity of a low-G environment or maneuvering thrusters). The goal is to evade attacks and confuse his opponent until he can close with his opponent.

Prerequisite: Zero-G Maneuvering, Jump 5 Ranks

Effect: Hopboxers are proficient in Kick attacks and are considered armed when making such attacks. Hopboxers provoke no attacks of opportunity when making grapple attacks. This feat adds Jump, Intimidate, and Tumble to your list of class skills. Hopboxing attacks are modified by Dexterity.

Style Maneuvers: Axe Kick, Choke Hold, Circle Kick, Flying Kick, Jump Kick



MACHINE SLAYER

Like Bughunter, this style is known by the nickname given to it by soldiers of the future, many of whom learn this skill during the course of their training. With robots used more and more often as soldiers in warfare, from disposable cannon fodder to intelligent robots who have passed judgment on their human creators and seek to wipe them out in a genocidal war, a way to combat these creatures quickly and effectively was necessary. Although not living, robots do have sensitive areas and this style trains the practitioner in the location of these vulnerable areas and the most efficient way to exploit them.

Effect: This feat allows the use of the Pressure Points skill against robots. When using the Pressure Points skill against robots this style allows the skill to be used one additional time per encounter and increases the damage





inflicted by +2 points. This feat adds Disable Device and Pressure Points to your list of class skills. Machine Slayer is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Nerve Strike

RING WRESTLING

One of the most popular “sports” of the future is personal combat, whether taking place in the back alleys of far-flung colonies or broadcast live on the net 24/7. While brutal, this sport can make its gladiators into stars who live well, die young and leave a beautiful corpse (or so most of them hope). Ring Wrestling is just one style employed by these warriors, a brutal grappling style featuring a multitude of throws and locks that a proficient wielder can use to draw out a match, driving the spectators wild.

Prerequisite: Combat Martial Arts

Effect: You do not provoke attacks of opportunity from 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. Ring Wrestling is an external style whose attacks are modified by Strength.

Style Maneuvers: Bear Hug, Choke Hold, Heart Punch, Hip Throw, Joint Lock

SINGULARITY

Singularity emulates one of the most deadly objects in space: the black hole. Unseen, its effects are felt across the universe. Should the unwary or foolish tread too close, the singularity is unstoppable and deadly. This style focuses on stealth and speed and is thus a favorite of assassins.

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch and kick attacks and are considered armed when making such attacks. This feat adds Hide and Move Silently to your list of class skills. Singularity is an external style whose attacks are modified by Dexterity.

Style Maneuvers: Silencing Strike

VOID

Void is a style that seeks to emulate the quiet and stillness of space. Though seemingly empty, space can kill the unprepared in seconds, can impose a crippling barrier that is impossible to cross and can never be destroyed. While considered a defensive style by its practitioners, void can be deadly if employed with the intent to kill.

Prerequisite: Defensive Martial Arts

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You do not provoke attacks of opportunity when making trip attacks. This feat adds Concentration and Pressure Points to your list of class skills. Void is an internal style whose attacks are modified by Wisdom.

Style Maneuvers: Heart Punch, Nerve Strike



MARTIAL ARTS MANEUVERS

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 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.



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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

Effect: You cannot be flanked.

BEAR HUG

You inflict increased damage on Grapple attacks.

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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: Improved Block, 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.

BODY BLOW

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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.

BODY SLAM

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

Prerequisite: Str 13+ and one specific martial arts style (see style maneuver list in the martial arts style feat).

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

BOX EARS

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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.

CHOKE HOLD

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

CLOTHESLINE

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

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

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.

COMBINATION, ADVANCED

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.

COMBINATION, IMPROVED

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.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

DODGE ROLL

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

Prerequisite: Tumble 5 Ranks and one specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting.

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 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 specific martial arts style (see style maneuver list in the martial arts style feat).

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

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.

FLYING TACKLE

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

FULL NELSON

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

Prerequisite: Half Nelson, BAB 3+

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

GROIN KICK

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting.

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

GROUND FIGHTING

You are adept at fighting while prone.

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

GROUND FIGHTING, ADVANCED

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.

HALF NELSON

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

HAYMAKER

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

Prerequisite: Hook and one specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting.

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.

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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: One specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting.

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.

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.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

JOINT LOCK

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

JUMP KICK

You can execute a deadly, beautiful jumping attack.

Prerequisite: Jump 5 ranks and one specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat) or Streetfighting

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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, 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.

LUNGE

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

Prerequisite: Thrust, BAB +3, and one specific martial arts style (see style maneuver list in the martial arts style feat).

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

LUNGE PUNCH

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

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

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

MOMENTUM THROW

You use your opponent's momentum against him.

Prerequisite: Unbalance Opponent, Improved Combat Throw, and one specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

PALM STRIKE

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

REPELLING TOUCH

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

Effect: On a successful, contested touch attack, resisted by your opponent's attack roll, Will save, or Concentration skill check, you knock him back 5 feet. If your opponent wishes to attack you in the same round he is knocked back from you, you gain an attack of opportunity as he closes to engage. This maneuver does not grant you more attacks of opportunity than you are normally entitled to. You may perform this maneuver multiple times each round, but never more than once per round to the same opponent.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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

RUSH, ADVANCED

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.

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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

SLASH

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

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

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

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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.

STICKING TOUCH

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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

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

TENDON LOCK

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

Prerequisite: Joint Lock, Pressure Points 5 ranks

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

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

THIGH KICK

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

Prerequisite: One specific martial arts style (see style maneuver list in the martial arts style feat).

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.

THRUST

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

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

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

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 specific martial arts style (see style maneuver list in the martial arts style feat).

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

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.

ABANIKO

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.

BEAM DEFLECTION

Beam Sword Fencing (Mystic) Signature Maneuver

You have mastered the ultimate art of the beam sword: deflecting ranged energy attacks.

Prerequisite: BAB 9+, Beam Sword Fencing (Mystical), Block, Improved Block

Effect: Your Improved Block feat applies to ranged energy attacks.

BEAR STANCE

Bear Signature Stance

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

Prerequisite: Bear

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

BELOW THE BELT

Hypolyta's Hand Signature Maneuver

A vicious kick that catches an opponent where it hurts the most.

Prerequisite: Hypolyta's Hand, Snap Kick

Effect: Once per combat you inflict an extra die of damage on snap kick attacks. If you spend an action point when making this attack, your opponent is flat-footed against this attack.

BOW AND ARROW

Kung Fu Signature Stance

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

Prerequisite: Kung Fu

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

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).

BUG SQUASH

Bug Slayer Signature Move

Your knowledge of bug anatomy means you occasionally can bring down really big bugs through an intimate knowledge of their vital areas.

Prerequisite: Pressure Points 13 ranks, Nerve Strike, Numbing Strike, Bug Slayer

Effect: When you score a Critical Hit against a "bug," you inflict +4d6 additional damage.





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).

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.

CRANE'S BEAKS

White Crane Signature Maneuver

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

Prerequisite: White Crane, Nerve Strike

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

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.

DOUBLE CLAW

Tiger Signature Maneuver

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

Prerequisite: Tiger, Tiger Claw

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

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.

DRAGON STANCE

Dragon Signature Stance

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

Prerequisite: Dragon

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

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-ARMED FLURRY

Octopus Signature Maneuver

Fast punches at lightning speed, this attack seems to gain momentum as it continues.

Prerequisite: Octopus

Effect: Each attack you make that can be made more than once per round (such as a Jab) you gain an additional +2 damage on all Octopus attacks.

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).

EXTENDED DRAGON

Dragon Signature Stance

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

Prerequisite: Dragon, Dragon Stance, Balance 5 ranks

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

EYES IN THE BACK OF YOUR HEAD

Lurker’s Eyes Signature Maneuver

Lurker masters are almost legendary for their ability to see things they should not be able to see.

Prerequisite: Lurker’s Eyes, Spot 5 ranks

Effect: You cannot be flanked.

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.

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.

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.

FOUR HEADED ATTACK

Hydra Signature Maneuver

You rain blows down on your opponent from seemingly every direction.

Prerequisite: Hydra

Effect: You may make an additional attack at your highest Base Attack Bonus. All your attacks this round (including this extra attack) take a -2 penalty to hit.

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.

HANG TIME

Hopboxing Signature Maneuver

The character leaps high into the air, landing on his opponent with both feet. In the Low-G environments, combatants will seem to hang motionless in the air while delivering this kick, before delivering a devastating attack.

Prerequisites: Hopboxing, Jump kick, Flying Kick, Jump 10 ranks

Effect: Your Flying Kick attacks are +2 to hit and are increased to the next larger die.

HERITAGE BLADE

Ancients' Legacy Signature Maneuver

You have mastered a dangerous and difficult variation on the ridgehand, the knifehand, turning your open hand into a deadly stabbing weapon.

Prerequisite: Ancients' Legacy, Ridgehand, Base Attack Bonus 8+

IAIJUTSU STRIKE

Kenjutsu Signature Maneuver

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

Prerequisite: Kenjutsu, 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

Kenjutsu Signature Maneuver

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

Prerequisite: Kenjutsu, 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.



LAI KAI

Burmese Boxing Signature Maneuver

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

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

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

LANDING CRANE

White Crane Signature Stance

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

Prerequisite: White Crane

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

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).

LIGHTNING STRIKE

Beam Sword Fencing (Speed) Signature Maneuver

Many times your first blow decides an encounter.

Prerequisite: BAB 9+, Beam Sword Fencing (Speed), Improved Initiative, Quick Draw

Effect: When you strike an opponent who is flat-footed from losing initiative in the first round of combat (and *only* for that reason) you inflict +2d6 additional

points of damage. You may select this feat multiple times. The damage modifier stacks.

MAN TO MAN

Pit Fighting Signature Maneuver

You face down your opponent, gaining a psychological edge.

Prerequisite: Pit Fighting, Base Attack Bonus 5+

Effect: When fighting an opponent one on one, you gain a +2 morale bonus to hit and damage.

MAN TO MANY

Pit Fighting Signature Maneuver

You are skilled at taking on multiple opponents.

Prerequisite: Pit Fighting, Man to Man, Base Attack Bonus 8+

Effect: You cannot be flanked.

MAUL

Gemini Signature Maneuver

The brutal, rib-breaking crush of a Gemini master is not something many opponents escape.

Prerequisite: Gemini, Bear Hug

Effect: You gain +1 to hit with Bear Hug attacks, and your damage is increased to the next larger die (from 1d4 to 1d6).

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.





OFF SWITCH

Machine Slayer Signature Move

Your knowledge of machines allows you to strike a critical area, perhaps even finding a hidden “kill switch” to deactivate the creature.

Prerequisite: Pressure Points 13 ranks, Nerve Strike, Numbing Strike, Machine Slayer

Effect: On a confirmed critical against a robot, you may spend an Action Point to deactivate it. The robot may only be reactivated on a Repair skill check (DC30).

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.

PACK TACTICS

Rad Wolf Signature Maneuver

Practitioners of the Rad Wolf style taught by the Brotherhood of Radiation have trained to fight better in concert, emulating the cooperative attacks of the Rad Wolf.

Prerequisite: Rad Wolf

Effect: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

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.

PLEASURE AND PAIN

Ground Zero Signature Maneuver

Releasing an explosion of “inner radiation”, though excruciatingly painful, the brotherhood feels he has brought his victim closer to the essential power of the Ancients.

Prerequisite: Ground Zero, Nerve Strike

Effect: You gain +2 to pressure point skill checks, and +2 on all pressure point damage

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.

RIDING HORSE

Horse Signature Stance

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

Prerequisite: Horse, Balance 5 ranks

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

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

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 (or Crimson Shadow) Signature Maneuver

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

Prerequisite: Ninjutsu or Crimson Shadow, Hide 6 Ranks, Move Silently 6 Ranks.

Effect: You may hide in plain sight at will.

SHADOW WARRIOR

Ninjutsu (or Crimson Shadow) 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.

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.

SILENT KILL

Lone Star or Singularity Signature Maneuver

The enemy that never sees you coming never sees anything, period.

Prerequisite: Lone Star or Singularity, Hide 8 ranks, Move Silently 8 ranks

Effect: If you attack an opponent from surprise you inflict +2d6 damage. If your opponent fails a massive damage check as a result of this attack, a Listen check (DC 30) is required for any nearby guards to notice your attack.

SNAKE

Cobra Signature Stance

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

Prerequisite: Cobra

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

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.

SUFFOCATING STRIKE

Void Signature Maneuver

By striking your opponent’s chest and midsection repeatedly you deprive him of air. This eventually will deprive him of the desire and ability to continue fighting.

Prerequisite: Pressure Points 10 ranks, Nerve Strike, Numbing Strike, Void

Effect: In addition to normal punch damage, the target of this attack must make a Fortitude save (DC 10+ half your character level + your Wisdom modifier) or be rendered fatigued. If this maneuver is used on a target that is already fatigued you may spend an action point to render that target exhausted (there is no saving throw so long as the target is already fatigued and the attacker spends an action point).

SWORD DANCE

Banshay Signature Maneuver

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

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

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



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.

TORNADO KICK

Whirling Dervish Signature Maneuver

A vicious spinning kick, one of the most feared attacks of the dervish.

Prerequisite: Whirling Dervish, Circle Kick

Effect: You gain +2 to hit and damage on all circle kick attacks.

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.

TWO~HANDED STRIKE

Beam Sword Fencing (Power) Signature Maneuver

When using the beam sword two-handed you are especially dangerous.

Prerequisite: BAB 9+, Beam Sword Fencing (Power),

Cleave, Power Attack

Effect: When using the beam sword two-handed you increase the weapon's Critical multiplier to damage by +1 (from x2 to x3).

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.

WHIPSAW

Serenity Signature Maneuver

A vicious slash with the chain, used as a last resort when peaceful tactics have failed.

Prerequisite: Serenity

Effect: You gain a +1 to hit with chain attacks, and your damage is increased to the next larger die (from 1d6 to 1d8).

WING PUNCH

White Crane Signature Maneuver

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

Prerequisite: White Crane, Jab

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

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

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.

CHYEL KI

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

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

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

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

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. 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.

JUNG KI

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

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

Effect: You may not be tripped or thrown. This ability has a duration in rounds equal to your Concentration skill. This ability counts against your Ki. You may only

call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

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

KI

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.

KI RYUK SOOL

You may focus the power of your Ki to heal.

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

Effect: You may use your Ki to heal 1 point of damage for each rank in the Treat Injury skill you possess. You

may not use this ability on yourself and may only use this ability once per day on an individual (though you may use the ability multiple times, you may not use it more than once per person). This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

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

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 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.

KYUNG KI

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

Prerequisite: Ki, Inner Strength, Concentration 5 ranks

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

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

MA KI

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

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

Effect: You are immune to pressure point damage for a number of rounds equal to your Concentration skill. If you are exhausted you may use this ability to become fatigued or if you are fatigued you may use this ability to remove that condition. If this ability is used to remove exhaustion or fatigue its duration is instantaneous. This ability counts against your Ki. You may only call on your Ki (for any purpose) a number of times per day equal to your Wisdom modifier.

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



ONE FINGER

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

Prerequisite: Ki, Inner Strength, Repelling Touch

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

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

SHIN KI

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

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

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

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

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.



LEGENDARY MANEUVERS

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

BREATH OF LAUGHTER

Legendary Maneuver

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

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

Effect: When you successfully perform a Repelling Touch attack, you may spend an action point to knock your opponent back a number of feet equal to ten times your Wisdom modifier. This maneuver may be combined with One Finger and performed at range.

NO-SHADOW KICK

Legendary Maneuver

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

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

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



MARTIAL ARTS MASTERY

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.

ANCIENTS' LEGACY

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

Bonus Feats: Acrobatic, Alertness, Athletic, Blind-Fight, Block, Block-Improved, Circle Kick, Combat Expertise, Combat Reflexes, Jab, Power Attack, Ridgehand, Snap Kick.

ANCIENTS' EXODUS

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

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Block-Disarm, Block-Improved, Block-Lock, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Hip Throw, Improved Combat Throw.

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.

BANSHAY

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

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

BEAM SWORD FENCING (MYSTICAL)

Mastery: Beam Sword (mystical) Block 1-3, Dodge 1, KI Mastery 1-2*, Weapon 1-3

Bonus Feats: Beam Deflection, Blind-fight, Block, Block-Improved, Counterstrike, Counterstrike-Improved, Defensive Martial Arts, Focused, Iron Will

BEAM SWORD FENCING (POWER)

Mastery: Accurate Weapon 1-3, Block 1-2, Hard Strike 1, Weapon 1-3

Bonus Feats: Athletic, Cleave, Combat Martial Arts, Endurance, Great Cleave, Great Fortitude, Power Attack, Sunder, Two-handed Strike

BEAM SWORD FENCING (SPEED)

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

Bonus Feats: Acrobatic, Defensive Martial Arts, Dodge, Improved Initiative, Lightning Strike, Mobility, Quick Draw, Spring Attack, Two-weapon fighting

BEAR

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

Bonus Feats: Athletic, Bear Hug, Box Ears, Combat Reflexes, Endurance, Great Fortitude, Full Nelson, Half Nelson, Haymaker, Hi Pain Threshold, Hook, Immovable, Improved Damage Threshold, Jab, Joint Lock, Power Attack, Rush and Toughness

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, 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.

BRAZILIAN JIU-JITSU

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

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

BUG SLAYER

Mastery: Block Mastery 1-3, Dodge Mastery 1, Pressure Points Mastery 1-3, Weapon Mastery 1-2

Bonus Feats: Athletic, Blind-Fight, Block, Block-Improved, Bug Squash, Combat Expertise, Combat Reflexes, Ground Fighting, Nerve Strike, Numbing Strike, Weapon Focus



BULL

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

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

BURMESE BOXING

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

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

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.

CHI KUNG

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

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

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.

CRIMSON FIST

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

Bonus Feats: Athletic, Bear Hug, Body Blow, Combat Reflexes, Haymaker, Hook, Improved Brawl, Improved Damage Threshold, Improvised Weapon Proficiency, Jab, Toughness, Uppercut.

CRIMSON SHADOW

Mastery: Acrobatics Mastery 1-2, Dirty Tricks 1-2, Shadow Mastery 1-3.

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Leg Sweep, Snap Kick, Stealthy.

DEER

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

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

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.

EASTERN WRESTLING

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

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

FENCING-GENERAL

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.

FENCING-FRENCH

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

Bonus Feats: Agile Riposte, Athletic, Combat

Expertise, Combat Reflexes, Dodge, Improved Initiative, Lunge, Mobility, Thrust, Quick Draw, Spring Attack, Weapon Finesse and Weapon Focus

FENCING-ITALIAN

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

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

FENCING-SPANISH

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

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

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.

GEMINI

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

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

GOJU-RYU KARATE

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

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

GRECO ROMAN WRESTLING

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

Bonus Feats: Acrobatic, Athletic, Bear Hug, Choke Hold, Combat Expertise, Combat Reflexes, Combat Throw, Dodge Roll, Half Nelson, Hip Throw, Full

Nelson, Immovable, Joint Lock, Power Attack, Tendon Lock and Toughness

GROUND ZERO

Mastery: Accurate Throw 1-2, Accurate Punch 1-2, Pressure Points 1-3.

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Improved Combat Throw, Nerve Strike, Power Attack.

GUN FU

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

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

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.

HOPBOXING

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

Bonus Feats: Acrobatic, Athletic, Axe Kick, Block, Block-Improved, Circle Kick, Combat Expertise, Combat Reflexes, Flying Kick, Hang Time, Improved Initiative, Jump Kick

HORSE

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

Bonus Feats: Athletic, Body Slam, Combat Expertise, Combat Martial Arts, Combat Throw, Endurance, Focused, Hip Throw, Hook, Immovable, Improved Combat Throw, Jab, Kidney Punch, Lunge Punch and Power Attack

HWA RANG DO

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

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

HYDRA

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

Bonus Feats: Alertness, Athletic, Block, Combat Expertise, Combat Reflexes, Deceptive Attack, Hook, Improved Initiative, Jab, Uppercut.

HYPOLYTA'S HAND

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

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Hip Throw, Jab, 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.

KENJUTSU

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.

KENPO

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

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

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.

KNIFE FIGHTING

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

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

KRAV MAGA

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

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

KUK SOOL WON

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

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

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.

KYOKUSHIN KARATE

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

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

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.

LONE STAR

Mastery: Accurate Kick 1, Accurate Punch 1, Dirty Tricks 1-3, Hard Kick 1, Hard Punch 1.

Bonus Feats: Alertness, Athletic, Body Blow, Combat Expertise, Combat Reflexes, Combat Throw, Hook, Jab, Point Blank Shot, Quick Draw, Quick Reload, Stealthy, Weapon Focus.

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.



LUCHA LIBRE

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

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

LURKER'S EYES

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

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Reflexes, Hook, Jab, Power Attack, Toughness, Uppercut.

MACHINE SLAYER

Mastery: Block Mastery 1-2, Dodge Mastery 1, Pressure Points Mastery 1-3, Weapon Mastery 1-3

Bonus Feats: Blind-Fight, Block, Block-Improved, Builder, Combat Expertise, Combat Reflexes, Ground Fighting, Nerve Strike, Numbing Strike, Off Switch, Weapon Focus

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, Shadow Mastery 3.

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.

OCTOPUS

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

Bonus Feats: Athletic, Block, Body Blow, Combat Reflexes, Haymaker, Hook, Jab, Power Attack, Toughness, Uppercut.

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.

PIT FIGHTING

Mastery: Accurate Grapple 1-2, Accurate Punch 1-2, Block 1-2, Hard Punch 1/

Bonus Feats: Athletic, Block, Combat Reflexes, Hook, Improved Damage Threshold, Jab, Power Attack, Renown, Toughness, Uppercut.

POLE ARM FIGHTING

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

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

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.

RAD WOLF

Mastery: Accurate Punch 1-2, Accurate Throw 1-2, Hard Punch 1-2, Hard Throw 1.

Bonus Feats: Athletic, Block, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Hook, Improved Initiative, Jab, Uppercut.

RING WRESTLING

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

Bonus Feats: Athletic, Bear Hug, Choke Hold, Ground Fighting, Ground Fighting-Advanced, Hip Throw, Joint Lock, Nimble, Power Attack, Toughness

ROOSTER

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

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

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.

SANDSTORM

Mastery: Accurate Kick 1-2, Accurate Punch 1-2, Hard Kick 1-2, Hard Punch 1

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Jab, Power Attack, Ridgehand, Snap Kick, Toughness

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, 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 Punch 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.

SERENITY

Mastery: Block 1-2, Hard Chain 1, Weapon Master 1-3.

Bonus Feats: Athletic, Blind-Fight, Block, Block-Improved, Combat Expertise, Combat Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus.

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.



SHITO-RYU KARATE

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

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

SHOTOKAN KARATE

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

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

SILVER AND BLACK

Mastery: Accurate Punch 1-2, Accurate Kick 1-2, Hard Punch 1-2, Hard Kick 1.

Bonus Feats: Athletic, Block, Combat Expertise, Combat Reflexes, Hook, Jab, Power Attack, Rush, Snap Kick, Toughness.

SINGULARITY

Mastery: Accurate Kick 1, Acrobatics Mastery 1-2, Dirty Tricks 1-3, Shadow Mastery 1-3

Bonus Feats: Acrobatic, Blind-Fight, Combat Reflexes, Deceptive, Dodge, Low Profile, Mobility, Silencing Strike, Silent Kill, Stealthy

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.

STAFF FIGHTING

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

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

STICK FIGHTING

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

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

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, Athletic, Axe Kick, Back Kick, Block, Improved Block, Circle Kick, Combat Expertise, Combat Reflexes, Flying Kick, Heel Kick, Immovable, Improved Initiative, Instant Stand, Jump Kick, Leg Sweep, Snap Kick, Thigh Kick.

T'AI-CHI CHUAN

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

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

TAIHO-JUTSU

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

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

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.



VOID

Mastery: Accurate Punch 1-2, Block Mastery 1, Dodge Mastery 1-3, Pressure Points 1-3

Bonus Feats: Block, Block-Improved, Combat Expertise, Dodge, Elusive Target, Improved Combat Throw, Nerve Strike, Numbing Strike, Unbalance Opponent

WAYFARER'S WALKING STICK

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

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Expertise, Combat Reflexes, Leg Sweep, Power Attack, Snap Kick, Toughness.

WHIRLING DERVISH

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

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Mobility, Snap Kick, Spring Attack.

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.



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 is 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.

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.

(FOOTNOTES)

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

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



CHAPTER 3: WEAPONS

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*

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
Woo Diep Do	1d6/1d4	20	Slashing	10 ft.	Small	2 lbs.	11
Woo Dip Do	1d8/1d6	20	Slashing	---	Med.	5 lbs.	13

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
Kris	1d6	19-20	Piercing	---	Small	4 lbs.	10
Kujang	1d4	19-20	Slashing	---	Tiny	1 lb.	8
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
Fukiya	1	20	Piercing	---	Small	1 lb	5
Rencong	1d4*	20	Slashing	---	Small	1 lb.	10
Sin	1d3	20	Slashing	---	Tiny	1 lb	8

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*.

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.

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.

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.

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.

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 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

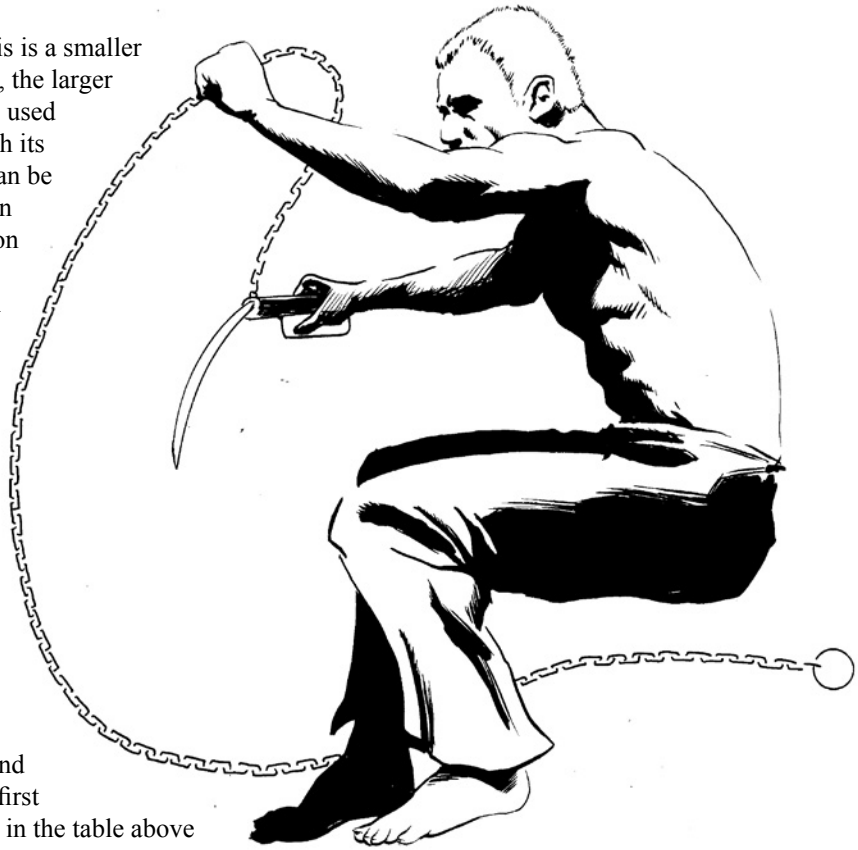
Although not as important to the Samurai as the Katana, the Wakizashi was carried by the Samurai in case they were disarmed or had to fight in close quarters. Some Samurai mastered the art of fighting with the Katana and Wakizashi at the same time.

WOO 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.

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.



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.

CHAPTER 4: CAMPAIGNS



Martial arts are usually not the focus of a campaign. At their most basic level they are a set of characters' abilities as unlikely to be featured in a campaign as any other feat or selection of feats. A

character might be an extremely potent marksman, brilliant scientist or the baddest man alive but a campaign is rarely built around these character attributes.

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



MARTIAL ARTS GENRES

Within martial arts movies there are several sub-genres. There is the *gritty* realistic portrayal one sees in Kurosawa films, where a single sword stroke drawn at lightning speed ends the battle. There are the *cinematic* films that comprise as much as 90% of all martial arts media produced around the world where a skilled martial artist can face down a dozen armed men and come away from the battle barely injured. Finally there is the *fantastic* portrayal found primarily in comics and video games where the martial artist is essentially a low-powered superhero.

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

GRITTY

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

INJURIES

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

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

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

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



CINEMATIC

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

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

FANTASTIC

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

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

MYSTIC ENCOUNTER

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

Enhanced Abilities: +2 to one ability of your choice

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

Powers: Each character in a fantastic campaign can pick one physical ability and one mental ability from the list below to spend power points on as a class power. In addition each character (regardless of class) gains Ki Prowess as a class power. Class powers and cross-class powers function like skills, with the same maximums and costs.

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

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

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

Superhuman Intelligence: Each power point spent on

this power raises your Intelligence by one point.

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

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

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



MARTIAL ARTS THEMES

Martial arts themes are threads or storylines common to martial arts fiction. These themes could weave in and out of a martial arts campaign regardless of how realistically it handles violence.

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 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.





CHAPTER 4: CAMPAIGNS

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 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.



THE ULTIMATE

Gritty Campaign Model

Throughout the wastes of the Twisted Earth, simple pits are dug into the ground and men fight until one is unconscious or dead. Although slaves are sometimes used for this sport, the crowds increasingly demand trained competition, competition that can put on a good show through their will to win, skills, and flair for the dramatic. As this new caste of professional gladiators has arisen, they whisper to themselves about one thing: The Ultimate.

Every year the Styx Pit, the largest and most elaborate Pit in the known world, holds a competition that draws the best of the best from all around the Twisted Earth. The entry fee is a stiff 1,000 corium, a price that on its own serves to weed out many of the also-rans. But every year a growing number of men and women make the dangerous journey from the ends of a wasted Earth and pay the huge fee for a chance at fame, wealth, and something more alluring to many, *immortality*. Past winners are sometimes seen on the streets of Styx, in their new, glamorous jobs as bodyguards to the rich and famous, and tales of their exploits are passed on in whispered conversations over drinks in dark, seedy bars.

And for the ambitious, it is this unspoken use of the Ultimate as a proving ground, to immediately be welcomed into one of the factions, that is an increasingly large draw. And throughout the city of Styx, what to do about the growing influx of deadly fighters is beginning to be whispered by those in power over Styx, and a phrase unheard since the days of ancient Rome is whispered in their secret meetings: *gladiator revolt*. For now, attempts to curtail, or even close down the Pit, or to cancel the Ultimate, have been unsuccessful. Danger is everywhere in the Twisted Earth and this much money is not lightly passed up. For now...

STAGE 1: MELEE

The first stage of the Ultimate is a proving ground, intended to weed out weak or the foolish. A chaotic affair, this match sees every single combatant in the tournament that year in the pit *at the same time*. The match lasts 5 minutes, and those still standing at the end of that time are allowed to progress to the next round. It does not matter if you spend all that time fighting, jeering at the crowd, or standing with your back to the wall. If you are still able to stand up when the final bell is rung, you move on. Many combatants use this chaotic scene to remove a rival they see as a threat to win it all, and sometimes mini-gangs will develop, overwhelming a combatant with a dangerous reputation. This adds an

element of uncertainty to the competition, and often causes the best fighters to attempt to go unnoticed, hiding their appearance or their reputations to avoid being “gang-banged” in the first round.

STAGE 2: ARMED COMBAT

The most dangerous stage of the Ultimate, this stage allows the use of a small assortment of weapons: dagger, bullwhip, net, chain, or staff. Although the inclusion of the chain was debated bitterly, with cries of favoritism toward the Movement, this has not been a big problem, since the Movement tends to shun bloodsports such as this, their members rarely enter (the whole idea of Serenity is to *avoid* combat, but there are always a few who embrace the martial maneuvers of a style more than its philosophy). All weapons are “blunted”, allowing subdual damage to be inflicted without a –4 to hit. Also, killing your opponent results in disqualification from the competition. Even so, several combatants are accidentally killed during this stage of the competition every year, and it is believed that the promoters quietly allow this to continue, to keep interest in Stage 2 high.

STAGE 3: MAN TO MAN

The grand finale of the Ultimate, this pits the best competitors against each other in a round-robin series of matches until there is only one champion remaining. Each combatant fights only once per day, so this stage can take a week or more. Still, as the competition wears on, endurance becomes a factor, with combatants bearing limps and bruises from previous days’ matches. This leads to combatants attempting to end their early bouts quickly, saving themselves for the later fights. However, since only highly skilled fighters reach this stage of the Ultimate, this is much harder than it sounds.

MALVO (6TH LEVEL)

Strong Hero 3/Pit Gladiator 3: CR 6; Medium Size Humanoid; HD 3d8+3d12+12; HP 45; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +6; Grap +9; Atk +12 melee (1d6+5, jab), or +9 melee (1d6+5/19-20, short sword); Full Atk +12/+7 melee (1d6+5, jab), or +9/+4 melee (1d6+5/19-20, shot sword); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, rage 1/day, pit mastery; AL none; SV Fort +7, Ref +3, Will +3; AP 3; Rep +1; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation and Background: Pit Fighter, Resurrector

Skills: Bluff +6, Climb +6, Jump +6, Knowledge (tactics) +3, Knowledge (twisted earth) +3, Read/Write (unislang), Sense Motive +3, Speak Language (unislang), Spot +3, Treat Injury +4.

Feats: Archaic Weapon Proficiently, Combat





Martial Arts, Man to Man, Pit Fighting Style, Jab, Post Apocalyptic Technology, Power Attack.

Martial Arts Maneuvers: *Jab*: +6 to hit (+2 maneuver, +3 strength, +1 competence), 1d6+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Hard Punch 1.

Mutations and Defects: Interior Moisture Reservoir, Dyslexia

Possessions: Short Sword, Healing Kit.

Background: Born in the rough and tumble trade town of Tucumcari, Malvo is a veteran pit fighter, skilled at winning fights, or throwing them, depending on which will make him the most corium.

Quote: “Get up Damnit! You’re supposed to go down in the 4th round!”

Adventure Hook: “The proposition”: Malvo, and his sleazy “agent”, might approach a PC combatant about throwing a fight. Malvo will go down at a specified time, and the PC will have an easy win in the tournament. If the PC refuses, Malvo may decide to take *him* out to be on the safe side. Even though such behavior is highly frowned on by the Ultimate, Malvo has a gambler’s willingness to take a chance.

SZARDOS THE MAGNIFICENT (8TH LEVEL)

Strong Hero 3/Pit Gladiator 5: CR 8; Medium Size Humanoid; HD 3d8+5d12+16; HP 62; Mas 14; Init +0; Spd 30 ft; Defense 17, touch 15, flatfooted 17 (+5 class, +2 equipment); BAB +8; Grap +11; Atk +15 melee (1d6+5, jab), or +11 melee (1d6+5, hatchet); Full Atk +15/+10 melee (1d6+5, jab), or +11/+6 melee (1d6+5, hatchet); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, rage 2/day, pit mastery x2; AL none; SV Fort +7, Ref +2, Will +3; AP 3; Rep +1; Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

Occupation and Background: Pit Fighter, Tribal

Skills: Bluff +0, Climb +0, Jump +0, Knowledge (tactics) +0, Knowledge (twisted earth) +0, Read/Write (unislang), Sense Motive +0, Speak Language (unislang), Spot +0, Treat Injury +0.

Feats: Archaic Weapon Proficiently, Armor Proficiently (light), Combat Martial Arts, Man to Man, Pit Fighting Style, Jab, Primitive Technology, Power Attack.

Martial Arts Maneuvers: *Jab*: +7 to hit (+2 maneuver, +3 strength, +1 mastery, +1 competence), 1d6+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Accurate Punch 1, Hard Punch 1.

Mutations and Defects: Superior Kidney Development, Attention Deficit.

Possessions: Hatchet, Leather Armor.

Background: A tribal who seemingly appeared from nowhere out in the wastes, Szardos is a sort of hero to the primitives, and always fights bare-chested, his tribal tattoos proudly on display. In Styx he will be the fighter the “sophisticated” locals love to hate, and that will suit him fine as well. Although he is a highly skilled fighter, Szardos most loves catering to the crowd, and being a

showman.

[illegible]

Adventure Hook: “Friendly Competition” Szardos is extremely likable, and could end up being a friend to the PCs. Tribals especially will be engaged by the friendly hulk of a man, eager to hear news about the primitive areas he left behind. This could lead to all sorts of complications, with a PC having to fight against their friend in a match that turns bloody, or wanting to avenge him against a combatant who maims or kills him in the early rounds.

**SILANTRO (11TH LEVEL; TOUGH
4/INITIATE 7)**

Tough Hero 4/Initiate 7: CR 8; Medium Size Humanoid; HD 11d8+29; HP 79; Mas 14; Init +4; Spd 30 ft; Defense 22, touch 22, flatfooted 18 (+4 Dex, +8 class); BAB +10; Grap +12; Atk +19 melee (1d6+2, snap kick), or +19 melee (1d8+2, tornado kick), or +15 melee (1d6+2, leg sweep), or +14 ranged (2d6, Glock 17); Full Atk +19/+14/+9 melee (1d6+2, snap kick), or +19/+14/+9 melee (1d8+2, tornado kick), or +15/+10/+5 melee (1d6+2, leg sweep), or +14/+9/+4 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ robust, stamina, mastery x4 (level 2); AL clean; SV Fort +9, Ref +10, Will +3; AP 5; Rep +3; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

Occupation and Background: Pit Fighter, Resurrector

Skills: Balance +9, Bluff +2, Concentration +13, Intimidate +6, Jump +4, Knowledge (tactics) +7, Listen +2, Meditation +8, Read/Write (unislang), Sense Motive +8, Speak Language (unislang), Spot +8, Survival +6, Tumble +7.

Feats: Circle Kick, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, Leg Sweep, Personal Firearms Proficiently, Post Apocalyptic Technology, Power Attack, Snap Kick, Tornado Kick, Toughness, Whirling Dervish.

Martial Arts Maneuvers: *Snap Kick*: +9 to hit (+2 maneuver, +4 dexterity, +2 mastery, +1 competence), 1d6+2 damage (+2 strength); *Circle Kick/Tornado Kick*: +9 to hit (+2 maneuver, +4 dexterity, +2 mastery, +1 competence), 1d8+4 damage (+2 strength, +2 maneuver), *Leg Sweep*: +5 to hit (+4 dexterity, +1 competence), 1d6+2 damage (+2 strength);

Martial Arts Masteries: Accurate Kick 1, Accurate Kick 2, Acrobatics Mastery 1, Hard Kick 1.

Mutations and Defects: Interior Moisture Reservoir, Bilirubin Imbalance.

Possessions: Scimitar, Glock 17, Box 9mm Ammunition.

Background: A servant of the Clean, Silantro fights to advance the reputation of his faction and its signature style, Whirling Dervish. He will talk to crowds of young men after his matches with the demeanor of a military recruiter, explaining why his faction and the fighting techniques it teaches are superior to anything else in the world. The Clean has bankrolled him in this year's

Ultimate because he has a proven ability to attract talented recruits through his display of martial prowess. The Clean has also recognized the number of talented fighters arriving at the Ultimate, and wants to make sure the best join *their* faction... or meet an unpleasant fate if they show an affinity for a different faction.

Quote: “That was a spinning back kick. A child among my people could have seen that coming!”

Adventure Hook: “It’s not just a job...” A talented PC who has not joined a faction will find himself befriended by Silantro early on during the Ultimate. Silantro will buy him expensive dinners, a fine selection of furniture, new clothes, all in an effort to lure the PC to join the ranks of the Clean.

RED MASK (14TH LEVEL)

Strong Hero 3/Initiate 10/Sensei 1: CR 14; Medium Size Humanoid; HD 14d8+28; HP 91; Mas 14; Init +3; Spd 30 ft; Defense 23, touch 23, flatfooted 20 (+3 Dex, +10 class); BAB +13; Grap +15; Atk +21 melee (1d8+4, jab), or +19 melee (2d10+5, ridgehand); Full Atk +19 melee (2d10+5, ridgehand), +16/+11 melee (1d8+4, jab); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, mastery x6 (level 3); AL none; SV Fort +11, Ref +10, Will +6; AP 7; Rep +5; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Occupation and Background: Military, Guardian.

Skills: Balance +0, Bluff +0, Climb +3, Concentration +10, Intimidate +5, Jump +4, Knowledge (ancient lore) +2, Knowledge (tactics) +8, Knowledge (theology and philosophy) +13, Knowledge (twisted earth) +0, Listen +4, Read/Write (unislang), Meditation +11, Pressure Points +6, Sense Motive +11, Speak Language (unislang), Spot +5, Survival +5.

Feats: Advanced Technology, Ancients’ Legacy, Block, Improved Block, Cleave, Combat Martial Arts, Combat Reflexes, Disarm Block, Heritage Blade, Jab, Power Attack, Ridgehand.

Martial Arts Maneuvers: *Jab:* +8 to hit (+2 maneuver, +3 dexterity, +2 mastery, +1 competence), 1d8+4 damage (+2 strength, +2 melee smash).

Ridge Hand: +6 to hit (+3 dexterity, +2 mastery, +1 competence), 2d10+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Block Mastery +1, Hard Punch 1, Hard Punch 2.

Mutations and Defects: None.

Possessions: Mask.

Background: One of the most legendary fighters in the history of the Ultimate, this fighter is a favorite with the thronging crowds for two simple reasons: first he is the only fighter to win the Ultimate more than once; secondly, no one knows who he is under his plain red mask. Having attended the Ultimate for more than 10 years, Red Mask shows no signs of aging, and has won the event twice. Rumors about his identity abound. It is well known to those with knowledge of the martial arts that Red Mask uses the Ancients’ Legacy style created by the Foundation. However, the Foundation has nothing

but disdain for Pit Fighting, and especially the Ultimate, seeing these as uncivilized behaviors mankind must shrug off to embrace the vision of the Ancients’. This has led to speculation that Red Mask was expelled from the Foundation for some transgression, or left because he disagreed with their methods (this is especially popular among the tribals and those with an axe to grind against the Foundation). Regardless of his identity, Red Mask arrives every year, and every year is a force to be reckoned with in the tournament.

Quote: None.

Adventure Hook: “The best of the best” PC members of the Foundation may become very skilled in the practice of Ancients’ Legacy. If a PC becomes skilled enough to study with the Sensei originally trained by Master Wei, the PC will become privy to a deep secret of this order within the Foundation. Each year the individual dojos host their own tournament, with the winner donning the Red Mask, and secretly representing the Foundation in the tournament. Each year “Red Mask” is a different person. This is a secret even from the Foundation, who really do dislike the Ultimate, but the Sensei wishes to see how their style measures up against the others, and so the secret practice continues.



HONG KONG KNIGHTS

Cinematic Campaign Model

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

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

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

BOSOZUKU I

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



Str 14, Dex 15, Con 12, Int 13, Wis 8, Cha 12.

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

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

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

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

BOSOZUKU 2

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

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

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

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

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

BOSOZUKU 3

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

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

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

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

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

YAKUZA

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

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

Skills: Balance +8, Bluff +2, Climb +4, Diplomacy +2, Drive +12, Gather Information +2, Hide +8,

Intimidate +6, Knowledge (current events) +8, Knowledge (popular culture) +8, Knowledge (streetwise) +10, Move Silently +9, Pilot +5, Sense Motive +1

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

Talents (Fast Hero): Evasion.

Talents (Strong Hero): Melee Smash.

Talents (Yakuza): Kuroi Kiri.

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

TEPPODAMA

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

Occupation: Athlete (Climb, Jump / Brawl).

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

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

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

Talents (Yakuza): Kuroi Kiri, Teppodama.

Possessions: Desert Eagle, katana, miscellaneous possessions.

FURU-HONBUCHO

Fast Hero 5 / Yakuza 7: CR 12; HD 12d8; hp 57; MD 11; AP 6; Init +4 (+4 Dex); Spd 45'; Defense 23, Touch 23, Flat-footed 20 (+10 class, +3 Dex); BAB +8; Atk +11 melee (1d4+1 unarmed punch or kick), or +9 melee (2d6+1/19-20 katana), or +12 ranged (2d6 Calico Liberty 100), or +11 ranged (2d10 Howa M-1500); Full Atk +11/+6 melee (1d4+1 unarmed punch or kick), or +9/+4 melee (2d6+1/19-20 katana), or +12/+7 ranged (2d6 Calico Liberty 100), or +11/+6 ranged (2d10 Howa M-1500); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Loyalty (Oyabun); Wealth 12; SV Fort +3, Ref +11, Will +4; AP 6; Rep +4; Str 12, Dex 16, Con 10, Int 14, Wis 13, Cha 12.

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

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

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

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

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

Martial Arts Styles: Gun Fu

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

SHOGU

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

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

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

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

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

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

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

Martial Arts Styles: Kenjutsu

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

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

at start of combat.

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

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

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



FAVORED SON

Cinematic Campaign Model

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

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

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

ASSAULT NINJA

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

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

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

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

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

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

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Snap Kick.

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

Possessions: Ashiko, tonfa, shuriken, miscellaneous equipment.



INFILTRATION NINJA

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

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

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

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

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

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

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Dodge Roll.

Possessions: Ashiko, shuriken, miscellaneous equipment.

CHUNIN

Fast Hero 5 / Ninja 7: CR 12; HD 7d6 + 5d8; hp 50; MD 11; AP 6; Init +4 (+4 Dex); Spd 30'; Defense 24, Touch 24, Flat-footed 24 (+10 class, +4 Dex); BAB +8; Atk +13 melee (1d6+3 circle kick), or +12 melee (2d6+1/19-20 katana), or +12 ranged (1d4 shuriken); Full Atk +13/+8 melee (1d6+3 circle kick), or +12/+7

melee (2d6+1/19-20 katana), or +12/+7 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL ninja clan; Wealth +12; SV Fort +3, Ref +12, Will +3; AP 6; Rep +2; Str 12, Dex 18, Con 11, Int 14, Wis 10, Cha 12.

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

Skills: Balance +19, Bluff +8, Climb +3 (+10 when escaping), Disguise +8, Escape Artist +4 (+11 when escaping), Hide +27, Gather Information +8, Knowledge (current events) +6, Knowledge (streetwise) +6, Listen +7, Move Silently +27, Read/Write Language (English, Japanese, Korean, Mandarin, Russian), Sense Motive +7, Sleight of Hand +12, Speak Language (English, Japanese, Korean, Mandarin, Russian), Spot +7, Swim +1 (+8 when escaping), Tumble +12

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

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

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

Martial Arts Styles: Ninjutsu

Martial Arts Maneuvers: Circle Kick

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

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

GONKURO YOKOYAMA

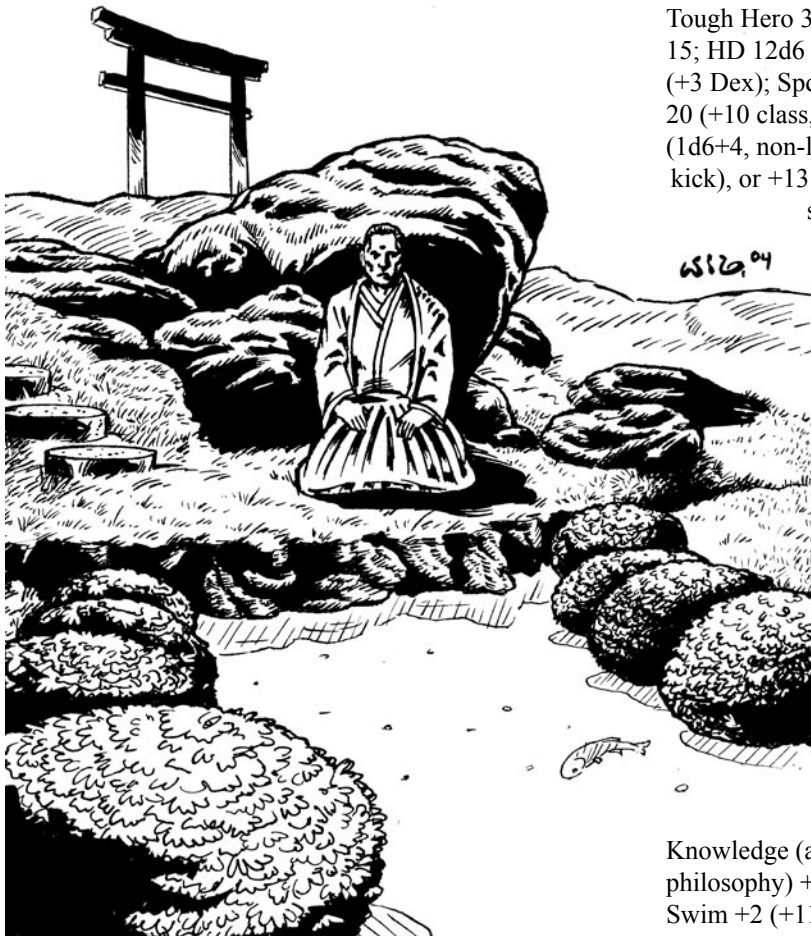
Tough Hero 3 / Contemplative Master 3 / Ninja 9: CR 15; HD 12d6 + 3d10 + 15; hp 78; MD 12; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 23, Touch 23, Flat-footed 20 (+10 class, +3 Dex); BAB +11; Atk +16 melee (1d6+4, non-lethal kick), or +16 melee (1d4+4, lethal kick), or +13 (2d6+3/19-20 katana), or +14 ranged (1d4 shuriken); Full Atk +16/+11/+6 melee

(1d6+4, non-lethal kick), or +16/+11/+6 melee (1d4+4, lethal kick), or +13/+8/+3 (2d6+3/19-20 katana), or +14/+9/+4 ranged (1d4 shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; AL White Lotus ninja clan, aiding others into the afterlife; Wealth 18; SV Fort +9, Ref +11, Will +6; AP 7; Rep +4; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

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

Skills: Bluff +10, Climb +2 (+11 when escaping), Concentration +19, Decipher Script +17, Disguise +10, Escape Artist +3 (+12 when escaping), Gather Information +10, Hide +34,

Knowledge (arcane lore) +17, Knowledge (theology and philosophy) +21, Move Silently +34, Sense Motive +4, Swim +2 (+11 when escaping).



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

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

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

Martial Arts Style: Ninjutsu.

Martial Arts Maneuvers: Shadow.

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

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

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



THE HANMEI

Cinematic Campaign Model

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, 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 one 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.

STAGE 1 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.

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.

ROCHOU “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 +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 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





CHAPTER 4: CAMPAIGNS

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: 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.



TOTEM WAR

Fantastic Campaign Model

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

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

Suddenly a totem is awakened in each party member (including Merrick). Each player randomly determines a totem animal (one represented by an animal style). As soon as that player gains one level in the totem warrior class for that animal style the player gains the

Mystic Encounter origin and power points equal to what a character of his level should possess (12 plus 3 per level). Each animal totem grants the player one superhuman attribute power as a class power (all other superhuman abilities are cross-class powers). In addition each player gains either the martial arts prowess or Ki prowess powers as class powers (player's choice depending on whether he feels his character would concentrate on the mystical or the physical side of the martial arts).

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

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

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

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



CHAPTER 4: CAMPAIGNS



TABLE A1: GENERAL FEATS

Feat Name	Prerequisites	Effect
Acupressure	Treat Injury 5 ranks, Pressure Points 5 ranks	Gain an extra die when healing or inflicting pressure point damage
Analytical Combat	Int 13+, Knowledge (tactics) 5 ranks	Competence bonus to defense equal to your Int. modifier
Anatomical Expert		+2 bonus to Treat Injury and Pressure Point skill checks
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
Brute	Str 13+, Intimidate 5 ranks	Competence bonus to defense equal to your Str. modifier
Death Wish	1 st allegiance must be to danger	Bonuses to attack and damage when your hit points are reduced below 50% and 25%
Devotion	1 st allegiance must be to loyalty	+2 morale bonus to attack and damage rolls when object of your devotion is in danger
Footwork	Balance 3 ranks	Balance checks for footwork are a free action
High Pain Threshold	Con 13+, Concentration 5 ranks	Competence bonus to defense equal to your Con. modifier
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 Specialist	Kata	
Kata Mastery	Kata, Kata Specialist	+2 damage with one Style
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
Leadership	6 th level	You attract companions and followers
Information Network	Leadership	Bonuses to Gather Information and Spot skill checks based on followers keeping tabs on things
Meditation	Concentration 3 ranks	Use meditation w/o penalty
Tai-Chi	Meditation, Concentration 5 ranks, Escape Artist 5 ranks	+2 bonus to Concentration and Escape Artist skill checks; permanent +1 bonus to Dex, Con, or Wis
Pacifist	1 st allegiance must be to self defense	+2 morale bonus to attack and opposed attack rolls when using block, disarm, grapple or trip maneuvers, or inflicting non-lethal damage; -2 morale penalty to attack rolls when performing offensive maneuvers
Perfectionist	1 st allegiance must be to enlightenment	Any time you successfully confirm a critical hit you gain a +2 morale bonus to attack and damage rolls for the rest of the encounter
Poise	Wis 13+, Concentration 5 Ranks	Wisdom Mod to Defense
Street Samurai	1 st allegiance must be to honor	+2 morale bonus to attack and damage rolls for the remainder of the encounter
Teamwork	Allegiance (Loyalty – Specific Group)	Two or more characters with Teamwork for the same team gain +2 to attack and skill checks, can communicate with hand signals
Thrill Seeker	1 st allegiance must be to excitement	+2 bonus to attack and damage rolls during any encounter rated 3 or more levels above average party level
Weapon Proficiency – Cloak	BAB 1+	You may use your cloak in combat for attempts to blind, trip, grapple, or parry
Zen	Concentration 3 ranks	Use zen w/o penalty
Zen Focus	Concentration 5 ranks, Zen, BAB 5+	Succeed at DC 20 Concentration check to gain +2 bonus on next melee attack or damage roll; automatically confirms a crit threat



TABLE A2: MARTIAL ARTS STYLES

Style Name	Prerequisites	Effect
Aikido	Defensive Martial Arts, Improved Disarm, or Improved Trip	No attacks of opportunity for Trip or Grapple attacks. Balance, Concentration, and Tumble class skills.
Animal – Imitating Chuan Fa	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Concentration become permanent class skills
Arnis	Simple Weapon Proficiency	Proficient in punch attacks and no attacks of opportunity for Trip attacks. two-weapon-fighting feat with Short Sword and Baton. Concentration and Pressure Points class skills.
Banshay	Archaic Weapon Proficiency	Damage with sword, spear or staff (chosen at the same time as the feat) increased to next larger die; do not provoke attacks of opportunity from disarm attempts with chosen weapon; Balance, Concentration, Sense Motive become permanent class skills
Bear	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple attacks; Balance, Concentration, Escape Artist, Intimidate become permanent class skills
Boar	Combat Martial Arts	Proficient in punching and head attacks and no attacks of opportunity for Grapple or Bull Rush attacks. Bluff and Intimidate class skills.
Boxing	Combat Martial Arts or Brawling	Proficient in punch attacks and no attacks of opportunity for Grapple attacks and may feint as a Move action. Bluff and Intimidate class skills.
Brazilian Jiu Jitsu	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with kicking attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist, Intimidate become permanent class skills
Bull	Brawl, Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with head and punching attacks; do not provoke attacks of opportunity from grapple attacks; Balance, Intimidate, Sense Motive become permanent class skills
Burmese Bando	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and head attacks; Balance, Intimidate, Jump become permanent class skills
Burmese Boxing	Brawl or Combat Martial Arts	Proficient in, and considered armed with head and punching attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist, Intimidate, Perform (dance) become permanent class skills
Capoeira	Combat Martial Arts or Defensive Martial Arts	Proficient in kick and head attacks and may feint as a Move action. Bluff, Perform (dance), and Tumble class skills.
Cat	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks. Balance, Hide, Move Silently, and Tumble class skills.
Chi Kung	Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Concentration, Pressure Points, Treat Injury become permanent class skills
Cobra	Combat Martial Arts or Defensive Martial Arts	Proficient in punch attacks and feint as a Move action. Bluff, Intimidate, and Pressure Points class skills.
Commando Training	Combat Martial Arts	Proficient in Head, Elbow, and Kick attacks. Hide, Knowledge (Tactics) and Move Silently class skills.
Deer	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with head and kicking attacks; Concentration, Listen, Spot become permanent class skills
Dragon	Combat Martial Arts or Defensive Martial Arts	Proficient in Punching and Kicking attacks and no attacks of opportunity for Grapple attacks. Balance, Escape Artist, and Intimidate class skills.
Drunken Master	Combat Martial Arts or Defensive Martial Arts	Proficient in kick and head attacks and feint as a move action with their Bluff skill. Bluff and Tumble class skills.
Eagle	Combat Martial Arts or Defensive Martial Arts	Proficient in Punching and no attacks of opportunity for Disarm. Balance, Concentration, Pressure Points and Tumble class skills.
Eastern Wrestling	Brawl, Defensive Martial Arts or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist, Pressure Points become permanent class skills
Fencing	Archaic Weapon Proficiency	Proficient in punching attacks and no attacks of opportunity for Disarm and you may feint as a move action. Bluff a class skills.
Fencing – French	Archaic Weapon Proficiency	Do not provoke attacks of opportunity from disarm attempts; Feint as a move action while using rapier if off hand is free; Balance, Bluff, Tumble become permanent class skills

**TABLE A2: MARTIAL ARTS STYLES (CONTINUED)**

Style Name	Prerequisites	Effect
Fencing - Italian	Archaic Weapon Proficiency	Rapier damage increased to 1d8; two weapon fighting penalties reduced by 2 when using rapier and dagger or cloak (if proficient with cloak); do not provoke attacks of opportunity from grapple attacks; Balance, Escape Artist, Intimidate become permanent class skills
Fencing - Spanish	Archaic Weapon Proficiency	+2 bonus to disarm and block opposed attack rolls with rapier; do not provoke attacks of opportunity from disarm attempts; Balance, Concentration, Sense Motive become permanent class skills
Gatka	Archaic Weapons- Indian	Your damage with that weapon is increased by one die size. Balance, Concentration, Intimidate and Sense Motive class skills
Goju-Ryu Karate	Combat Martial Arts, Defensive Martial Arts or Improved Trip	Proficient in, and considered armed with kicking attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Concentration, Escape Artist become permanent class skills
Greco Roman Wrestling	Brawl, Combat Martial Arts or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist, Pressure Points, Sense Motive, Tumble become permanent class skills
Gun Fu	Personal Firearms Proficiency	Proficient in, and considered armed with punching and kicking attacks; may use Zen Focus feat to modify firearms ranged attacks; Concentration, Spot become permanent class skills
Hapkido	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks and provoke no attacks of opportunity for Trip attacks. Jump and Tumble class skills.
Horse	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration, Sense Motive become permanent class skills
Hsing-I Kung Fu	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; add Wis. modifier to initiative for unarmed attacks; Sense Motive becomes permanent class skill
Hung Gar	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance becomes permanent class skill
Hwa Rang Do	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Pressure Points, Treat Injury become permanent class skills
Jeet Kune Do	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks and no attacks of opportunity for Trip attacks. Balance, Jump, and Tumble class skills.
Jujutsu	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks and no attacks of opportunity for Grapple attacks. Concentration, Pressure Points, and Tumble class skills.
Kajukenbo	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Bluff, Intimidate become permanent class skills
Karate	Combat Martial Arts	You are proficient in punch and kick attacks. Balance, Concentration, Pressure Points, and Tumble class skills.
Kenjutsu	Archaic Weapons- Samurai or Exotic Weapon Proficiency- Katana	Increase your damage with that weapon to the next larger die and wield the katana one-handed. Two-weapon fighting and Balance, Concentration, and Intimidate class skills.
Kenpo	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Balance, Jump, Tumble become permanent class skills
Knife Fighting	Weapon Focus (knife)	Knife damage increases to next larger die; may feint as move action; Bluff, Knowledge (streetwise), Repair become permanent class skills
Kobujutsu	Archaic Weapons- Japanese	Proficient in punch and kick attacks. When using a weapon from the Archaic Weapons – Japanese list, Two-Weapon Fighting feat. Balance and Tumble class skills.
Krav Maga	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple or disarm attacks; Balance, Escape Artist, Sense Motive become permanent class skills
Kuk Sool Won	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Concentration, Jump, Tumble become permanent class skills
Kung Fu	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks. Balance, Concentration, and Tumble class skills.
Kyokushin Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration become permanent class skills



TABLE A2: MARTIAL ARTS STYLES (CONTINUED)

Style Name	Prerequisites	Effect
Kyudo	Archaic Weapons- Japanese or Archaic Weapons- Samurai	Zen Focus to attack rolls with a bow. Balance, Diplomacy, Concentration, and Sense Motive class skills.
Leopard	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks and Jump and Tumble class skills.
Lua	Combat Martial Arts or Improved Trip	No attacks of opportunity for Grapple or Trip attacks. Balance, Intimidation, Escape Artist, and Pressure Points class skills.
Lucha Libre	Brawl, Combat Martial Arts, or Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Concentration, Disguise, Tumble become permanent class skills
Monkey	Defensive Martial Arts	Proficient in punch attacks, may feint as a Move action, and no attacks of opportunity for Trip attacks. Bluff and Tumble class skills.
Naginata-do	Archaic Weapons- Samurai	Damage is increased by one die size. Balance, Concentration, Intimidate, and Pressure Points class skills.
Ninjutsu	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks and Climb, Hide, and Move Silently class skills.
Pa-Kua	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; +2 bonus to blocking attack rolls; Balance becomes permanent class skill
Pancration	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from trip or grapple attacks; Balance, Escape Artist become permanent class skills
Panther	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks. Climb, Intimidate, and Jump class skills.
Pentjak Silat	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks. Balance, Jump, and Pressure Points class skills.
Pole Arm Fighting	Exotic Weapon Proficiency (any pole arm)	Pole arm damage increased to next larger die; do not provoke attacks of opportunity from trip attacks with pole arm; +2 bonus to Balance check to increase range with pole arm; Balance, Intimidate, Sense Motive become permanent class skills
Praying Mantis	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks and Balance, Pressure Points, and Tumble class skills.
Professional Wrestling	Brawl, Combat Martial Arts, or Defensive Martial Arts	Proficient in, and considered armed with head, punching and kicking attacks; do not provoke attacks of opportunity from grapple attacks; Intimidate, Perform (stunt fighting) become permanent class skills
Python	Combat Martial Arts	Proficient in punch attacks and no attacks of opportunity for Grapple attacks. Balance, Climb, Escape Artist, and Pressure Points class skills.
Rooster	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and head attacks; Balance, Concentration, Pressure Points become permanent class skills
ROSS	Combat Martial Arts, Defensive Martial Arts or Improved Trip	Proficient in punch attacks and no attacks of opportunity for Grapple or Trip attacks. Balance, Bluff, and Intimidate class skills.
Savate	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks. Balance, Jump, and Tumble class skills.
School of Hard Knocks	Brawling or Combat Martial Arts	Proficient in punch, kick, and head attacks. Bluff, Knowledge (streetwise), and Intimidate class skills.
Scorpion	Combat Martial Arts, Defensive Martial Arts or Improved Trip	Proficient in punch attacks and no attacks of opportunity for Grapple or Trip attacks. Escape Artist and Pressure Points class skills.
Shao-Lin Kung Fu	Combat Martial Arts or Defensive Martial Arts	Proficient in punch and kick attacks and Concentration, Jump, and Tumble class skills.
Shito-Ryu Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; Concentration, Intimidate, Jump, Tumble become permanent class skills
Shotokan Karate	Combat Martial Arts or Defensive Martial Arts	Proficient in, and considered armed with punching and kicking attacks; do not provoke attacks of opportunity from trip attacks; Balance, Concentration, Intimidate become permanent class skills
Sojitsu	Archaic Weapons- Japanese or Archaic Weapons- Samurai	Damage with that weapon is increased by one die size. Balance, Bluff, and Intimidate class skills.
Staff Fighting	Weapon Focus (staff)	Do not provoke attacks of opportunity from trip attacks; +2 bonus to blocking attack rolls when using a staff; Balance, Concentration, Sense Motive become permanent class skills
Stick Fighting	Weapon Focus (Jo Staff)	Gain virtual feat of two weapon fighting when using jo staves, sticks, or clubs; Balance, Concentration, Pressure Points, Sense Motive become permanent class skills

**TABLE A2: MARTIAL ARTS STYLES (CONTINUED)**

Style Name	Prerequisites	Effect
Sumo Wrestling	Combat Martial Arts or Defensive Martial Arts	No provoke attacks of opportunity for Grapple or Trip attacks. Balance skill to avoid being Tripped as a move action. Balance, Concentration, and Escape Artist class skills.
Tae Kwon Do	Combat Martial Arts	Proficient in punch and kick attacks. Balance, Jump, and Tumble class skills.
Tai-Chi Chuan	Defensive Martial Arts, Improved Disarm or Improved Trip	Do not provoke attacks of opportunity from trip or grapple attacks; Balance, Concentration, Escape Artist become permanent class skills
Taiho-Jutsu	Combat Martial Arts, Defensive Martial Arts or Improved Disarm	Do not provoke attacks of opportunity from grapple or disarm attempts; proficient with tonfa and jutte; Diplomacy, Escape Artist, Intimidate, Sense Motive become permanent class skills
Thai Kickboxing	Combat Martial Arts or Defensive Martial Arts	Proficient in punch, kick, and head attacks. Balance, Intimidate, and Pressure Points class skills.
Tiger	Combat Martial Arts or Defensive Martial Arts	Proficient in punch attacks and no attacks of opportunity for Trip attacks. Balance and Tumble class skills.
Wado-Ryu Karate	Combat Martial Arts or Defensive Martial Arts or Improved Trip	Proficient in, and considered armed with punching attacks; do not provoke attacks of opportunity from grapple or trip attacks; Balance, Escape Artist become permanent class skills
White Crane	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks. Balance, Jump, Pressure Points, and Tumble class skills.
Wing Chun	Combat Martial Arts or Defensive Martial Arts	Proficient in kick attacks. Balance, Concentration, and Tumble class skills.
Ying Jow	Combat Martial Arts or Defensive Martial Arts	Do not provoke attacks of opportunity from grapple or trip attacks; Pressure Points, Treat Injury become permanent class skills

TABLE A3: MARTIAL ARTS MANEUVERS

Move	Prerequisites	Effect
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
Axe Kick	One Martial Arts Style feat (specific)	Kick damage increased
Back Kick	One Martial Arts Style feat (specific)	Character cannot be flanked
Balestra	Fencing	Increased criticals while charging
Bear Hug	One Martial Arts Style feat (specific)	Grapple damage increased
Bear Stance	Bear	+2 bonus to hook or grapple attack rolls
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, Improved	Block, BAB 5+	May Block weapons unarmed
Block, Lock	Block- Improved, Combat Reflexes, BAB 8+	Grapple attack as an attack of opportunity
Body Blow	One Martial Arts Style feat (specific)	Temporary Defense loss
Body Slam	Str 13+ and one specific martial arts style (see style maneuver list in the martial arts style feat).	Throw damage increased to 3rd larger +1.5 times Str. modifier die after successful trip attack
Bow and Arrow	Kung Fu	+2 bonus to hit with punch attacks
Box Ears	One Martial Arts Style feat (specific)	Temporary Deafness
Broken Time	Fencing	Initiative bonus
Chan Si Bong	Shao-Lin	Ki is a free action
Chasse Tournant	Savate	Circle Kick attack roll bonuses



FEAT TABLES

TABLE A3: MARTIAL ARTS MANEUVERS (CONTINUED)

Move	Prerequisites	Effect
Choke Hold	One Martial Arts Style feat (specific)	Strangulation
Circle Kick	One Martial Arts Style feat (specific)	Increases kick damage
Clothesline	One Martial Arts Style feat (specific)	Charge move
Combination	One Martial Arts Style feat, Two Martial Arts Maneuvers, BAB 1+	Bonuses on two attacks
Combination, Advanced	Combination, Improved Combination, One Martial Arts Style feat, Four Martial Arts Maneuvers, BAB 9+, Dex 13+	Bonuses with four attacks
Combination, Improved	Combination, One Martial Arts Style feat, Three Martial Arts Maneuver feats, BAB 4+, Dex 13+	Bonuses on three attacks
Counterstrike	Block- Improved, Combat Reflexes	Attack of opportunity when blocking
Counterstrike, Improved	Counterstrike, BAB 9+	Attack of opportunity for each block
Counterstrike, Improved	Counterstrike, BAB 9+	May counterstrike multiple times
Cradle Pin	Aikido	Increased grapple damage
Crane Kick	White Crane	Increased snap kick damage
Crane Stance	White Crane	Defense bonus
Crane's Beaks	White Crane, Nerve Strike	+2 bonus to hit on all pressure point attack and skill rolls; pressure point damage increased by +1d6
Daisan	Kyudo	+1 to hit with Kyudo attacks
Deai	Aikido	Initiative and defense bonuses
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
Dojukiri	Kyudo	Increased Kyudo damage
Double Claw	Tiger, Tiger Claw	+2 bonus on all block, disarm, grapple attack and opposed rolls
Double Eagle	Eagle	Disarm bonuses
Dragon Stance	Dragon	+2 bonus to damage on Lunge Punch attacks
Eagle Claw	Eagle	Pressure point bonuses
Eight-Limbed Attack	Thai Kickboxing	Extra head and elbow attacks
Elbow Slam	One Martial Arts Style feat (specific)	Increases Elbow damage
Extended Dragon	Dragon, Dragon Stance, Balance 5 ranks	See Attack
Eye Gouge	One Martial Arts Style feat (specific)	Temporary Blindness
Fajing	Shao-Lin	Extra Str from Ki
Fall-Down Drunk	Drunken Master	Attack or defense bonuses
Float like a Butterfly	Boxing	Defense bonuses, flurry of blows
Flying Kick	Jump Kick, One Martial Arts Style feat (specific- see text)	Jump skill adds to kick damage
Flying Tackle	One Martial Arts Style feat (specific)	Perform a punch attack at the end of a charge
Fouette Figure	Savate	Kicking criticals can be knockouts
Full Nelson	Half Nelson, BAB 3+	Grapple damage increased to second larger die; only Escape Artist skill allows escape from this maneuver
Ginga	Capoeira	Defense bonus
Groin Kick	One Martial Arts Style feat (specific)	Increases kick damage to next larger die; chance of stunning target
Ground Fighting	One Martial Arts Style feat (specific)	No Defense penalties when prone
Ground Fighting, Advanced	Ground Fighting	No penalties when prone
Half Nelson	One Martial Arts Style feat (specific)	On successful half nelson attack, grappler inflicts normal grapple damage or performs Full Nelson, Kidney Punch, or Leg Sweep



TABLE A3: MARTIAL ARTS MANEUVERS (CONTINUED)

Move	Prerequisites	Effect
Haymaker	Hook, One Martial Arts Style feat (specific)	Punch damage increased
Head Butt	One Martial Arts Style feat (specific)	Head damage increased
Heart Punch	One Martial Arts Style feat (specific)	Stun on a punch
Heel Kick	One Martial Arts Style feat (specific)	Kick damage increased
Hip Throw	One Martial Arts Style feat (specific)	Trips cause damage
Hook	One Martial Arts Style feat (specific)	Punch damage increased
Iaijutsu	Quick Draw	Initiative bonus
Iaijutsu Strike	Kendo	Extra damage vs. flat-footed opponents
Iaijutsu Strike, Improved	Kendo	Extra damage vs. flat-footed opponents
Immovable	One Martial Arts Style feat (any)	Bonus to resist Trips and Grapples
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
Joint Lock	One Martial Arts Style feat (specific)	All damage inflicted by a successful grapple is increased to the second larger die +1.5 times Str. modifier
Jump Kick	Jump 5 Ranks, One Martial Arts Style feat (specific)	Jump skill adds to kick damage
Kidney Punch	One Martial Arts Style feat (specific)	Punch stuns
Lai Kai	Burmese Boxing, Perform (dance) 5 ranks, BAB +3	If you perform this maneuver for one minute (10 rounds) and then successfully make a Perform (dance) skill check (DC 20) you gain a +2 morale bonus to initiative and attack rolls for the next minute (10 rounds)
Landing Crane	White Crane	+2 bonus to hit with kick attacks
Leopard Crouch	Leopard	Bonus to Initiative
Leg Sweep	One Martial Arts Style feat (specific)	Kick renders target prone
Leopard Punch	Leopard	Increased punch damage
Lock Block	Improved Block, BAB 8+	Grapple on successful block
Lunge	Thrust, BAB +3, and one of the following: Fencing (all variants), Spear Fighting, Staff Fighting	Thrust damage increased to next larger die
Lunge Punch	Karate, Jab, BAB 3+	Jab damage increased to next larger die
Meia Lua de Frente	Capoeira	Increased Circle Kick damage
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
No Holds Barred	School of Hard Knocks	Increased Cheap Shot damage
Nukite Zuki	Karate	Increased criticals from Ridgehand attacks
Numbing Strike	Pressure Points 10 Ranks, Nerve Strike	Target takes penalties from Pressure Points
One Inch Punch	Jeet Kune Do	Increased Short Power damage
Pak Antari	Hapkido	Increased damage on circle kick attacks
Palm Strike	One Martial Arts Style feat (specific)	+1 bonus to hit with punch attack; punch attack deals punch damage +1.5 times Str. modifier
Pounce	Panther	Trip attack on a charge
Pyong Hi Sogi	Tae Kwon Do	Defense bonus
Repelling Touch	One Martial Arts Style feat (specific)	Chance to knock back opponent
Ridgehand	One Martial Arts Style feat (specific)	Punch damage increased
Riding Horse	Horse, Balance 5 ranks	+4 bonus on all Balance checks; may make Balance checks to avoid trip attacks as a move action
Rush	One Martial Arts Style feat (specific)	Bonuses to charge attacks
Rush, Advanced	Rush	
Sahblet	Pentjak Silat	Increased Pressure Point damage



TABLE A3: MARTIAL ARTS MANEUVERS (CONTINUED)

Move	Prerequisites	Effect
Shadow	Ninjutsu	Hide in plain sight
Shadow Warrior	Ninjutsu	Harder to track/investigate
Short Power	Str 14+, Wis 13+, One Martial Arts Style feat (specific-see text)	Punch damage increased
Shuto Uchi	Karate	Increased damage from Ridgehand attacks
Siku Perisai	Pentjak Silat	Elbow attack on block
Silencing Strike	Cobra	Target rendered mute
Slash	Any slashing weapon style	Weapon damage increased to next larger die
Snake	Cobra	+1 to hit or dodge bonus to defense against melee attacks every round this stance is maintained; +2 bonus to Fort saves vs Body Blow, Groin Kick, Heart Punch
Snap Kick	One Martial Arts Style feat (specific)	Attack roll bonuses to kicks
Stagger	Drunken Master Defense bonus	
Stalking Panther	Panther	Defense or Initiative bonuses
Sticking Touch	One Martial Arts Style feat (specific)	+2 bonus to attack rolls, +4 bonus to Sense Motive checks to predict attacks upon successful Sticking Touch attack
Sting like a Bee	Boxing	Increased knockout chance
Sword Dance	Dex 13+, Banshay, Weapon Focus (machete), Two Weapon Fighting, BAB +6	+2 cover bonus to defense; +2 bonus to hit opposed blocking attack rolls; melee opponents are subject to attacks of opportunity
Tall Monkey	Monkey	Increased to hit and damage on punches
Teisho	Jujutsu	Increased Jab damage
Tendon Lock	Joint Lock, Pressure Points 5 ranks	Make Pressure Points check as free action while grappling and add pressure point damage to grapple damage
Thigh Kick	One Martial Arts Style feat (specific)	Temporary Defense loss
Tiger Claw	Tiger	Temporary blindness
Tiger Stance	Tiger	Bonuses while Prone
Twi O Cha Gi	Tae Kwon Do	Bonuses to jump and flying kick
Uppercut	One Martial Arts Style feat (specific)	Punch damage increased
Vale Tudo	School of Hard Knocks	Increased cheap shot damage
Wing Punch	White Crane, Jab	+2 bonus to damage on jab attacks; character can not be flanked
Zen Archery	Kyudo	Pressure points usable at range



TABLE A4: KI FEATS

Feat Name	Prerequisites	Effect
Ki	Wis 13+	Ki equal to Wisdom modifier
Great Kiai	Ki, Kiai	Ki stuns
Hypnotic Gestures	Ki	Ki hypnotizes
Inner Strength	Ki	reroll failed Will save
Inner Peace	Ki, Inner Strength, Wisdom 15+	Avoid environmental damage
Chyel Ki	Ki, Inner Strength, Inner Peace, Concentration 5 ranks	Gain DR equal to Wis. modifier for a number of rounds equal to Concentration skill
Ki Ryuk Sool	Ki, Inner Strength, Inner Peace, Treat Injury 8 ranks, Wis 15+	Use Ki to heal others of 1 point of damage per rank in Treat Injury
Ma Ki	Ki, Inner Strength, Inner Peace, Concentration 5 ranks, Wis 15+	Immune to pressure point damage for a number of rounds equal to Concentration skill; relieve or reduce exhaustion conditions
Inner Power	Ki, Inner Strength, Concentration 5 ranks.	Ki adds to Strength
Bushido	Ki, Inner Strength, Inner Power, BAB 10+	Defense penalty adds to attacks
Wuxia	Ki, Inner Strength, Concentration 8 ranks	Meditation adds to jumping
Jung Ki	Ki, Inner Strength, Immovable, Concentration 5 ranks	May not be tripped or thrown; duration equal in rounds to Concentration skill
Kyung Ki	Ki, Inner Strength, Concentration 5 ranks	Add Wis. modifier to all Balance, Jump, Move Silently, Tumble skill checks; duration equal in rounds to Concentration skill
One Finger	Ki, Inner Strength, Repelling Touch	Use Repelling Touch maneuver at 10' range + 10 times Wis. modifier feet
Shin Ki	Ki, Inner Strength, Awareness, Concentration 5 ranks	Add Wis. modifier to Concentration, Listen, Spot checks for a number of rounds equal to your modified Concentration skill
Kiai	Ki	Ki stuns

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CHARACTER NAME		PLAYER				
CLASS	CHARACTER LEVEL	STARTING OCCUPATION				
AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

ABILITIES	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP Hit Points	TOTAL	Current HP										
DEFENSE		= 10+		+		+		+		+		
	TOTAL		Class Bonus	Equipment Bonus	Dex Modifier	Size Modifier	Misc Bonus	Armor Penalty				
INITIATIVE		=		+								
	TOTAL		Dex Modifier	Misc-Modifier								
BASE ATTACK												
SPEED												

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier		
FORTITUDE (CONSTITUTION)		=		+		
REFLEX (DEXTERITY)		=		+		
WILL (WISDOM)		=		+		

REPUTATION	
ACTION POINTS	
WEALTH BONUS	

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier			
MELEE		=		+		+		
RANGED		=		+		+		
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?		
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?		
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

Cross Class	SKILLS					Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	
	Balance	Dex	=	+	+		
	Bluff	Cha	=	+	+		
	Climb	Str	=	+	+		
	Computer Use	Int	=	+	+		
	Concentration	Con	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Decipher Script ■	Int	=	+	+		
	Demolitions ■	Int	=	+	+		
	Diplomacy	Cha	=	+	+		
	Disable Device ■	Int	=	+	+		
	Disguise	Cha	=	+	+		
	Drive	Dex	=	+	+		
	Escape Artist	Dex	=	+	+		
	Forgery	Int	=	+	+		
	Gamble	Wis	=	+	+		
	Gather Information	Cha	=	+	+		
	Handle Animal ■	Cha	=	+	+		
	Hide	Dex	=	+	+		
	Intimidate	Cha	=	+	+		
	Investigate ■	Int	=	+	+		
	Jump	Str	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Listen	Wis	=	+	+		
	Move Silently	Dex	=	+	+		
	Navigate	Int	=	+	+		
	Perform:	Cha	=	+	+		
	Perform:	Cha	=	+	+		
	Pilot ■	Dex	=	+	+		
	Pressure Points ■	Wis	=	+	+		
	Profession	Wis	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Repair ■	Int	=	+	+		
	Research	Int	=	+	+		
	Ride	Dex	=	+	+		
	Search	Wis	=	+	+		
	Sense Motive	Wis	=	+	+		
	Sleight of Hand	Dex	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Spot	Wis	=	+	+		
	Survival	Wis	=	+	+		
	Swim	Str	=	+	+		
	Treat Injury	Wis	=	+	+		
	Tumble ■	Dex	=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		

Skills marked with ■ can't be use untrained. *ARMOR PENALTY, if any applies.

CAMPAIGN

EXPERIENCE POINTS

GEAR

[illegible]

ALLEGIANCES

BACKGROUND

[illegible]

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