



THE GAME MECHANICS™

MARTIAL ARTS MAYHEM VOLUME TWO



by Rich Redman



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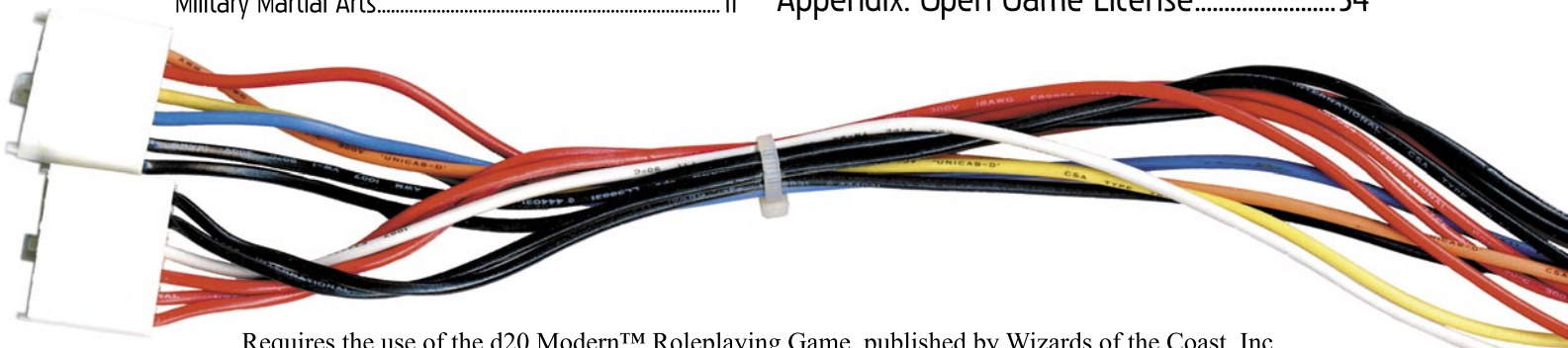
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Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.



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Introduction

“So, you think your kung fu’s...pretty good. But still, you’re going to die today. Ah ha ha ha. Ah ha ha ha ha ha.”

—Apocryphal

Welcome to *Martial Arts Mayhem, Volume Two*, a supplement from The Game Mechanics for the *d20 Modern Roleplaying Game*, full of off-the-top-ropes, flying side kick, no-holds-barred action! When you use this supplement, every melee combat is unique thanks to added customization. Your heroes are no longer limited to the Brawl feat tree, the Combat Martial Arts feat tree, and Defensive Martial Arts. Instead, your heroes can become brutal masters of the Bare-Knuckle

Brawling School. They can expand their proficiency with martial arts weapons as masters of Kobujutsu. Even arcane magic and psionics have martial arts schools!

And because anyone can be members of these schools, your heroes will never know if the man sweeping the sidewalk is a mere shopkeeper—or a secret master of Military Martial Arts! Even when he takes his combat stance, they cannot be sure whether he knows the Dirty Fighting technique, or Environmental Weapons (or both) until it’s too late.

Martial Arts Mayhem, Volume Two maintains the balance between firearms and martial arts found in the *d20 Modern Roleplaying Game*. We designed it to work with the feats in the *d20 Modern Roleplaying Game*, not to replace them. You need the *d20 Modern Roleplaying Game* to use this book, but you do not need *Martial Arts Mayhem, Volume One*.

Design Philosophy

Every hero in the *d20 Modern Roleplaying Game* has 20 character levels of advancement. When created, each (human) hero gets 2 starting feats, Simple Weapons Proficiency, and in some cases a feat granted by a starting occupation. Then, over the course of 20 character levels, heroes gain feats at 3rd, 6th, 9th, 12th, 15th, and 18th levels. Additionally, a hero who took all 20 levels in basic classes receives up to 10 bonus feats from the bonus feat lists of those classes. That totals up to less than 20 feats over the course of an entire “career” as a hero, and some of them must be chosen from limited bonus feat lists. Realistically, heroes have 8 feats they can choose freely over the course of an entire campaign, assuming they reach at least 18th level. Of course, there are ways around these limitations (such as creating advanced classes that hand

out bonus feats like candy) but they often feel forced and artificial.

The goal of *Martial Arts Mayhem* is to give characters plenty of opportunities to acquire the feats necessary to build a master of the martial arts without sacrificing character balance. By acquiring specific combinations of feats and skills (most of which exist in the *d20 Modern Roleplaying Game*—and which experienced characters might already have), heroes can qualify for additional benefits, in the form of “free” special abilities. Which abilities a hero gains depends on which school or schools the hero qualifies for. In short, *Martial Arts Mayhem* rewards characters for following a particular martial arts path.

Where other game products simulate martial arts with hundreds of new feats, we chose to create only the necessary minimum. This allows heroes to choose only the martial arts feats they need, and to use their other feats to become more well-rounded characters. But joining a martial arts school requires that the character make specific feat and skill choices, so the benefits of mastery aren’t entirely free.

This book was designed as a stand-alone product. Some material from *Martial Arts Mayhem, Volume One* appears in this book to make it complete, however the overwhelming majority of the material is new.

What are Martial Arts

“Martial” or “combative” arts are trained schools of hand-to-hand combat: karate, kung-fu, tai-chi, and other Oriental schools of combat. Most people also consider Greco-Roman wrestling, boxing, and fencing to be forms of the martial arts, as well. For the *d20 Modern Roleplaying Game*, all these constitute either Combat Martial Arts or Defensive Martial Arts. Brawling, on the other hand, represents countless schoolyard scuffles, barroom brawls, and back alley fights. Brawlers are tough, but they aren’t formally trained.

The Real World

“When Alexis Arguello gave Boom Boom a beating Seven weeks later he was back in the ring Some have the speed and the right combinations If you can’t take the punches, it don’t mean a thing.”

—Boom Boom Mancini, Warren Zevon, 1987

Many people only experience martial arts through the media. Some take a few judo, karate, or tae kwon do lessons. A few fall in love with an art and practice it for the rest of their lives. Even among that minority, there are many misconceptions about the origins of the martial arts, though they tend to be much more realistic about the power of martial arts. The origins of martial arts, Eastern or Western,

Learning Martial Arts

There are many reasons to learn a combative art, including self-defense, self-discipline, confidence, and physical fitness. You cannot learn martial arts from books, television, or films. *In fact, trying to learn hand-to-hand combat techniques by watching martial arts films is like trying to learn American history by watching Westerns!* Regardless of your level of physical condition, there are combative arts you can study, and I strongly encourage you to discover one that works for you.

Introduction

are much more mundane than many realize. Wars ended, and while some soldiers returned home, others opened schools to teach their fighting skills, and others entered religious orders (often monastic ones) to atone for what they did in combat. Over hundreds, sometimes thousands, of years, the styles formalized and became what we now call the martial arts.

It is possible to kill someone with a single blow of an empty hand. Even untrained amateurs can get lucky. However the chaos of combat makes it very difficult to land the kind of precision strike necessary to kill with a single blow. Most street fights, bar brawls, and schoolyard scuffles end when all sides are exhausted, the authorities step in and separate the combatants, or when someone uses an improvised weapon to start inflicting real damage—whether with a wall, a railing, asphalt pavement, a dumpster, or a makeshift club.

The chief advantage trained fighters have is that they get hit, a lot, in training. This teaches the fighter to differentiate between pain and real damage. There is no best martial art, or most deadly. For that matter, there are no truly deadly weapons. Instead, there are only deadly people. This book is about turning your hero into one of them.

Law and Martial Arts

The idea of having to register your hands and feet as deadly weapons is largely urban myth. However, the martial artist has additional responsibilities when threatened. To begin with, most responsible schools of martial arts discourage fighting. A martial artist forced to fight will have to justify his actions to his teacher, his school, and to any governing body of his art.

Second, some regions treat combat training as a concealed weapon. A martial artist should take the time to familiarize herself with local laws and understand her rights. In some places, you are obligated to warn an aggressor of your combat training, assuming the aggressor gives you the chance to do so.

The Action Movie World

If you want your heroes to begin the campaign capable of the kinds of things you see done by heroes in typical action movies, begin the campaign with heroes above first level. First level heroes are like Gordon Liu at the beginning of *36 Chambers of Shaolin* or Yuen Biao at the beginning of *The Prodigal Son*: They're capable of becoming great heroes, but they lack the skills necessary. Try starting your heroes at tenth level. That gives players lots of room to experiment with class combinations, advanced classes, and the material in this book.

Guns versus Fists

A firearm beats a black belt every time...at distances beyond about six feet (many police departments extend the threat range of a melee combatant as far as twenty-five feet). The *d20 Modern Roleplaying Game* reflects this with the attacks of opportunity taken by gun fighters when shooting while in a threatened area. The advantages of firearms are that they

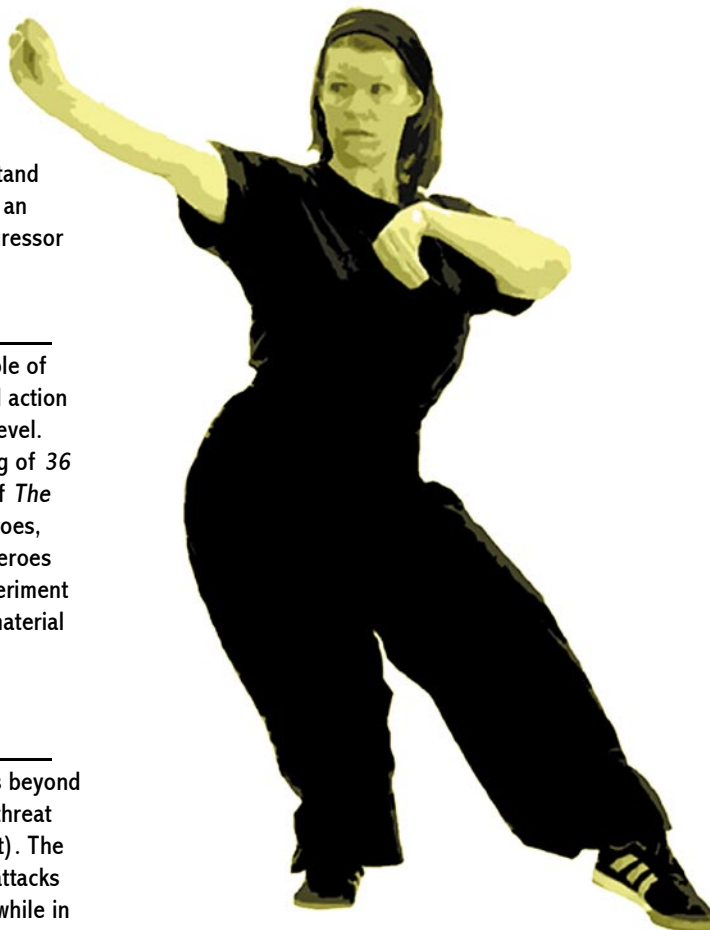
do a lot of damage, take little training, and function further than a human can reach. The advantages of martial arts are that they do not provoke attacks of opportunity, do not run out of ammunition, can be carried openly without provoking law enforcement, and don't have to be drawn from hiding before using.

You may wish to alter that balance in favor of martial arts. There are several ways to do so. One method is simply to double the damage done by martial arts attacks. For example, a hero with Combat Martial Arts would do $2d4 + \text{Strength}$ points of damage.

A more complex method is to provide Combat Martial Arts as a free bonus feat to every basic class. They should receive the feat at the same level in which their Base Attack Bonus becomes +1. You may wish to add more martial arts feats to class bonus feat lists as well (see Appendix One: Tables for suggestions).

Adding Advanced Classes

You may wish to design additional advanced classes. In fact, since the Martial Artist in Chapter Six: Advanced Classes of the *d20 Modern Roleplaying Game* is easiest for Strong heroes to enter, you may wish to design five more advanced classes, one for each of the other basic classes. There are excellent products available, including *Blood and Fists* from RPGObjects, which use this approach.



Introduction

Redesigning Basic Classes

Perhaps the most complex method of shifting the balance in favor of martial arts is redesigning the basic classes themselves. This is a giant stride away from the core rules of the *d20 Modern Roleplaying Game*, and you should undertake it only if you're very sure of what you're doing. Everything in the *d20 Modern Roleplaying Game* is designed around the class abilities and relative strengths and weaknesses of the six base classes. If you change those in any significant way, you should limit your heroes to the advanced and prestige classes that you design for your campaign.

Adding this Material

The first step in adding this material to any campaign is discussion. The GM and the players should discuss this material and decide together whether or not it is appropriate for the game. Obviously players should never add rules to the campaign without the GM's permission, but likewise the GM should make players aware of the possibilities (and effects) of new rules.

Once the material is part of the game, some heroes may suddenly qualify for some level of mastery in one or more schools simply by possessing the right mix of skills and feats. That does not make the heroes into martial artists automatically. Only if a player desires for her hero to be a martial artist should the hero gain the benefits of mastery. Even then, the GM may require that the hero spend time training, and meet certain Knowledge skill prerequisites. (See the optional rules in Chapter One.)

Some heroes may meet all but one requirement for a school when this material is introduced. The GM may choose to "forgive" that requirement and allow the hero to gain the benefit of mastery. For example, if you, as the

GM, want to add this material to your campaign quickly and have heroes access various abilities granted by mastery of a school, you may wish to "forgive" a single requirement for 1st degree mastery. This allows a hero who meets all but that requirement to qualify for mastery sooner. However, you should not forgive requirements to achieve higher degrees of mastery, and you should require that a hero gain any forgiven requirement at the next opportunity (such as the next time the hero gains a feat).

If you decide to allow this, you should require the hero to gain that requirement at the next possible opportunity. For example, if a hero is missing one feat to qualify for mastery of a school, you may allow the hero to become a master and require that the next feat taken by the hero be the one lacking. This allowance should only be made when new material is introduced, not throughout a campaign.

A Note about Organization

Many books start with skills, then present feats, classes, FX, and then Gamemaster or campaign information. This book starts with general rules, and then jumps right to martial arts schools, because that's why you bought it. Feats mentioned in that chapter that do not appear until Chapter Three: Feats are marked with an asterisk (*). Then, after you've absorbed the concept of schools, you'll find feats, secret techniques, weapons, and finally campaign models.

Rule 0

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

Chapter One: General Rules

"With people like you, I always start by fighting!"
—Dirty Ho

This book presents feats, schools, and secret techniques for hand-to-hand combat in the *d20 Modern Roleplaying Game*. You know how to use feats. Unarmed combat feats like Brawl, Combat Martial Arts, and Defensive Martial Arts assume that heroes with the feats have some training and experience in hand-to-hand combat. Heroes who dedicate themselves to a particular style of unarmed fighting are assumed to have joined a school that teaches that style. Martial arts schools are neither feats nor prestige classes. Instead, they reward heroes who focus on certain feats and skills by providing them with additional abilities. For example, the Five Elements School requires ranks in Concentration, Knowledge (arcane lore), and Spellcraft, as well as knowledge of fighting techniques.

When heroes meet the prerequisites for a school, they gain the school's benefit and may use it within the restrictions of the rules. Schools have several degrees of mastery, with more benefits for more dedicated students. Heroes may master as many schools as they wish, provided they meet all the prerequisites for each school.

Secret techniques, on the other hand, are feats. When a member of a martial arts school reaches a certain level of expertise and earns his master's trust, he may learn secret techniques of his school. These techniques are passed down from master to master, taught only to the students most closely approaching their schools' ideals. Heroes may learn a secret technique any time they could learn a feat, provided they are masters of the appropriate school and rank, and meet the prerequisites.

Additional Grappling Rules

In addition to the maneuvers presented in Chapter Five: Combat of the *d20 Modern Roleplaying Game*, grapplers may also:

Activate a Magic Item: A grappled hero can activate a magic item, but not scrolls or other items that require spell completion. No grapple check is required to activate an item.

Cast a Spell: A grappled hero can attempt to cast a spell while grappling or even while pinned, providing the casting time is no more than one attack or move action, it has no somatic component, and the hero has in hand any required material component or focus. If the spell is one that the hero can cast while grappling, he must make a Concentration check (DC 20 + spell level) or lose the spell. No grapple check is required to cast a spell.

Move: A grappled hero can move up to half his speed, bringing all others engaged in the grapple with him, by winning an opposed grapple check. The check requires an attack action, and the hero must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Spell Component: A hero can produce a spell component while grappling by using a full-round action. Doing so does not require a successful grapple check.

Use Opponent's Weapon: If a grappled hero's opponent is holding a light weapon, the hero can use it to attack him. The hero makes an opposed grapple check (in place of an attack). If the hero wins, he makes an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). The hero does not gain possession of the weapon by performing this action.

GM Hint: Using Dodge

Many abilities, feats, and techniques trigger when a character with the Dodge feat is attacked by the opponent he designated as part of using Dodge. When a hero is the one with Dodge, it's the responsibility of the player of the hero to remember any special tricks related to the Dodge feat. When you're the GM, however, it's harder. When designating heroes as part of a GM character's use of Dodge, we recommend giving the player something to hold during the combat. It could be a stick, a ruler, a CD case, or anything else you have handy, as long as you can see it easily. Then, when you're resolving an action involving that player's hero, you have a visual reminder that the hero may trigger one of your character's abilities, feats, or techniques.

If you're using Initiative Cards (available as a free download at www.thegamemechanics.com), you can mark the cards of the dodging character and the opponent she's dodging—perhaps with paperclips of the same color, or just a note jotted on the cards themselves.

Martial Arts Mayhem and the Martial Artist

Just because everyone is a martial artist doesn't mean the Martial Artist class is obsolete. Heroes who become masters of a school of martial arts and take levels in Martial Artist represent people who do more than just study martial arts. They are people who dedicate their lives to their art, like Bruce Lee, Jet Li, Jackie Chan, Sammo Hung, Yuen Biao, Chuck Norris, and even Steven Seagal and Jean-Claude Van Damme: martial artists first and whatever else they are second.

Martial Arts Mayhem allows heroes from all classes to consider themselves martial artists—not just those who take levels in the Martial Artist advanced class. Those who wish to become Special Forces kickboxers can take levels in Soldier and master Military Martial Arts. It may take them longer to

qualify for Soldier, but their players can still build the heroes they want to play. Chapter Three: Feats shows which feats are bonus feats for which classes. Martial Artist class abilities remain unique to that advanced class.

Martial Artists get an additional benefit. When a hero takes a level in Martial Artist, she may choose not to take a class ability and instead take a feat that is a prerequisite for mastery of a school, or a secret technique. If the class ability would have given a higher die of damage (for instance, the living weapon ability), the next time she gains that ability the die only increases one size. For example, if the hero chooses to take a secret technique instead of living weapon 1d8, then when she reaches 8th level her living weapon ability changes her unarmed damage die to 1d8, not 1d10.

Shields

Chapter Five: Weapons of this book provides statistics and descriptions for shields.

Benefits

Like armor, shields provide a bonus to Defense. The bonus stacks with that provided by armor. They provide a higher bonus to proficient characters than to characters who lack proficiency. The shields described here have no effect on the maximum Dexterity bonus a character may use, and they do not reduce movement speed (except by adding weight that may encumber a character).

Proficiency

Characters proficient in medium or heavy armor are also proficient in the use of shields. Anyone may expend a feat to gain proficiency with a shield, or may gain proficiency with a shield type by taking Martial Weapons Proficiency (see Chapter Three: Feats of this book).

Materials

Wooden, steel, or modern materials make no difference to the shield's statistics. They only affect how the shield responds to magic.

Shield Bash Attacks

You can bash an opponent with a heavy shield, using it as an off-hand weapon. If you do not have proficiency with the shield, you suffer a -4 nonproficiency penalty on the attack roll. If successful, the attack does 1d4 points of bludgeoning damage. If the shield is also spiked (see Chapter Five), this damage is in addition to the damage from the spikes. If you use your shield as a weapon, you lose its bonus to your Defense until your next action.

Note that any enhancement bonus to improve a shield's bonus to Defense does not apply to it as a weapon, and any enhancement bonus to it as a weapon does not improve its bonus to Defense.

Optional Rule: Training

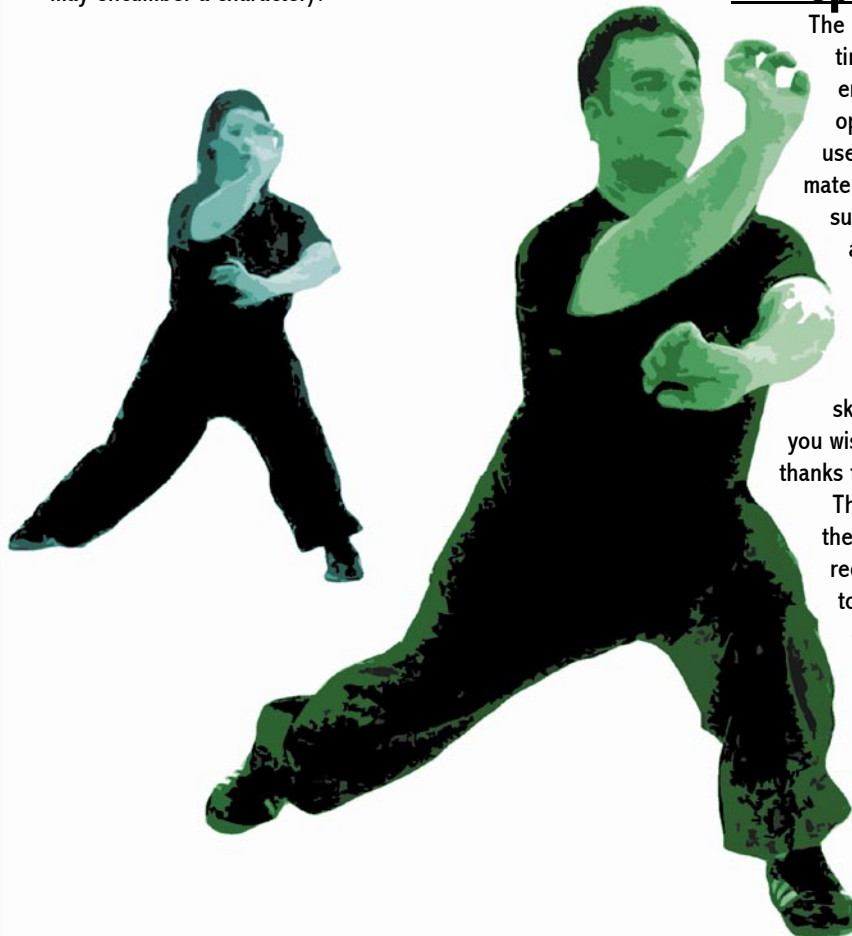
The reality is that martial arts training takes time and costs money. If you would like to enforce that reality in your game, add these optional rules. Note that they are particularly useful if you wish to gradually introduce this material into your campaign, since heroes cannot suddenly become martial arts masters through a coincidental combination of skills and feats.

The GM controls access to skills and feats. He may rule that you must locate an instructor. As a general rule, the instructor should have at least one more rank in the skill you wish to learn or should have the feat you wish to learn. Finding an instructor isn't hard, thanks to the Internet.

The Purchase DC for training equals $7 \times$ the number of weeks spent in training. Skills require one week per rank, so if you wished to increase Move Silently from 7 ranks to 8 ranks, it takes eight weeks and has a Purchase DC of 56 (kind GMs may allow heroes to make a Purchase check [DC 7] each week rather than paying a lump sum). A feat requires two weeks' training.

A hero can work on up to two skills simultaneously, or one skill and a feat. If both are part of the same martial arts school, one instructor can teach both.

A GM may allow heroes to train in



advance, spending time and Wealth but not gaining ranks or feats until they gain a level. The GM may require training for feats and not for skills, or vice versa, rather than requiring training for both.

Training for Mastery

GMs may prefer that heroes not become martial arts masters simply because their players just noticed that they qualified. While d20 games assume that characters are constantly learning during down-time between adventures, it's reasonable for GMs to insist on some additional training time to gain mastery.

The additional training and testing required to be counted as a master takes two weeks per prerequisite feat. The Purchase DC equals $7 \times$ the number of weeks spent in training. (kind GMs may allow heroes to make a DC 7 Purchase check each week rather than paying a lump sum). This is particularly realistic when adding this material to an existing game.

Alternately, GMs may allow players to announce that their hero intends to become a master of a specific school and not require additional training. This is realistic enough when starting a campaign that uses this material from low levels.

Optional Rule: School Knowledge

Many martial arts schools require students to be able to converse knowledgeably about their art before conveying the rank of master. Students must be able to recite their school's lineage, master by master, from their instructor back to the art's founder. They must also be able to explain techniques.

If you wish to add this feature, all schools add the following requirements:

Rank	Requirement
1st-Degree Mastery	Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks
2nd-Degree Mastery	Knowledge (history) 4 ranks, Knowledge (tactics) 4 ranks
3rd-Degree Mastery	Knowledge (history) 6 ranks, Knowledge (tactics) 6 ranks

If you add these requirements, you must also add these skills to the class skill list for all basic classes and to the Martial Artist advanced class.

You may substitute Knowledge (streetwise) for Knowledge (history) for any school that requires the hero to have the Brawl feat.

Chapter Two: Schools

"Poison Clan rocks the world!"

—Five Deadly Venoms

When martial arts originated, they were closely kept secrets. Now you can find martial arts schools by looking in the telephone directory. As a result, new styles and new schools begin almost constantly. While some die out, others flourish. As the Introduction explains, heroes who dedicate themselves to a particular style of unarmed fighting are assumed to have joined a school that teaches that style.

Achieving Mastery

Martial arts schools are neither feats nor prestige classes. When heroes meet the prerequisites for a school, they gain the school's benefit and may use it within the restrictions of the rules. Schools have several degrees of mastery, with more benefits for more dedicated students. Heroes may master as many schools as they wish, provided they meet all the prerequisites for each school.

Unless otherwise specified, the abilities granted by mastery of a school are extraordinary abilities.

Note: Prerequisites marked with an asterisk (*) are new feats that appear in Chapter Three of this book.

See Chapter Four: Secret Techniques for descriptions of secret techniques.

Ballistic Fist

"The Gun Kata treats the gun as a total weapon. Each new position representing a maximum kill zone, inflicting maximum damage on the maximum number of opponents, while keeping the defendant clear of the statistically traditional trajectories of return fire."

—Equilibrium

Ballistic Fist is an entirely fictional martial arts style that focuses on firearms similar to the way other styles focus on swords. Students of this school learn to anticipate the movement of opponents and calculate their fields of fire from moment to moment, ensuring that the Ballistic Fist practitioner can emerge from a firefight virtually unscathed.

Note: When a hero takes a level in Gunslinger, she may choose not to take a class ability and instead take a feat that is a prerequisite for mastery of Ballistic Fist, or a Ballistic Fist secret technique.

1st Degree Mastery—Ballistic Fist

Prerequisites: Dex 13, Int 13, Wis 13, base attack bonus +1, Advanced Firearms Proficiency, Burst Fire, Combat Expertise, Combat Martial Arts, Dodge, Double Tap, Improved Initiative,

Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Knowledge (tactics) 6 ranks, Sleight of Hand 6 ranks, Tumble 6 ranks, Close Combat Shot class ability, Evasion class ability, Uncanny Dodge class ability, Weapon Focus class ability. This bonus stacks with the bonus from Improved Initiative.

Benefit: You gain a +2 bonus to initiative, but you must draw the firearm with which you have Weapon Focus and attack an opponent with it in the first round of combat. Otherwise, you move to the end of the initiative order for the rest of the encounter. (You can, as always, change your place in the initiative order by delaying or readying.)

When you use the firearm you selected for your Weapon Focus ability, the threat range for that weapon increases by one. For example, a Colt M1911 normally threatens a critical only on a natural 20. In the hands of a 1st Degree Master of Ballistic Fist who selected the M1911 for his Weapon Focus ability, the threat range increases to 19-20.

You gain a +2 bonus on all attack rolls and a +2 bonus on all damage rolls when either pistol whipping or using a rifle butt in melee.

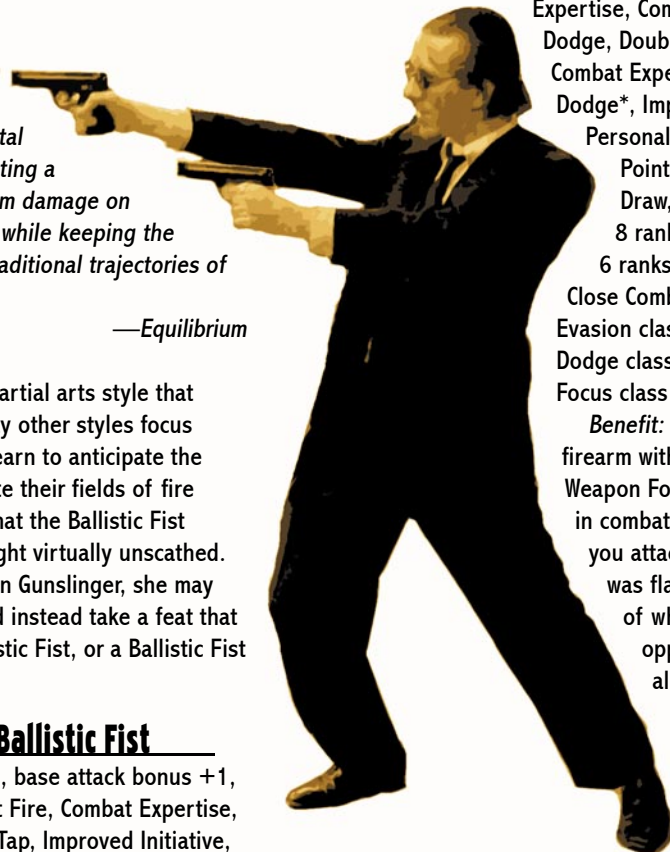
2nd Degree Mastery—Ballistic Fist

Prerequisites: 1st Degree Mastery of Ballistic Fist, Dex 13, Int 13, Wis 13, base attack bonus +1, Advanced Firearms Proficiency, Burst Fire, Combat

Expertise, Combat Martial Arts, Dodge, Double Tap, Improved Combat Expertise*, Improved Dodge*, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Knowledge (tactics) 8 ranks, Sleight of Hand 6 ranks, Tumble 6 ranks, Close Combat Shot class ability, Evasion class ability, Uncanny Dodge class ability, Weapon Focus class ability.

Benefit: If you draw the firearm with which you have Weapon Focus and attack with it in combat, treat the opponent you attack as if he or she was flat-footed, regardless of whether or not that opponent has acted already in this combat encounter.

If either pistol whipping or using a rifle butt in melee, you gain



Chapter Two: Schools

the benefits of any unarmed combat feats and you add the weapon damage to your unarmed strike. For example, a hero with Combat Martial Arts and 2nd Degree Mastery of Ballistic Fist who pistol whips an opponent does 2d4 points of damage plus Strength modifier, and chooses whether that damage is lethal or nonlethal. A hero with Advanced Combat Martial Arts, Combat Martial Arts, Improved Combat Martial Arts, and 2nd Degree Mastery of Ballistic Fist who uses a rifle butt does 2d4 points of damage plus Strength modifier, chooses whether the damage is lethal or nonlethal, threatens a critical on a 19-20, and has a critical multiplier of ×3.

Available Secret Technique: Tactical Training.

3rd Degree Mastery—Ballistic Fist

Prerequisites: 2nd Degree Mastery of Ballistic Fist, Dex 13, Int 13, Wis 13, base attack bonus +1, Advanced Firearms Proficiency, Burst Fire, Combat Expertise, Combat Martial Arts, Dodge, Double Tap, Greater Dodge*, Improved Combat Expertise*, Improved Dodge*, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Knowledge (tactics) 10 ranks, Sleight of Hand 6 ranks, Tumble 6 ranks, Close Combat Shot class ability, Evasion class ability, Uncanny Dodge class ability, Weapon Focus class ability.

Benefit: You gain the benefit of Supreme Dodge (see Chapter Three: Feats in this book).

You gain a +2 bonus on attack rolls and damage rolls with the firearm selected for your Weapon Focus ability. This bonus stacks with the previous bonus from Weapon Focus and with the bonus from Greater Weapon Focus (also a class feature of the Gunslinger advanced class) if the hero also possesses that ability.

When you use the firearm you selected for your Weapon Focus ability, the threat range for that weapon increases by one. This increases stacks with the increase from 1st Degree Mastery. For example, a Colt M1911 normally threatens a critical only on a natural 20. In the hands of a 3rd Degree Master of Ballistic Fist who selected the M1911 for his Weapon Focus ability, the threat range increases to 18-20.

Available Secret Technique: Combat Analysis.

School	Secret Techniques	Rank
Ballistic Fist	Combat Analysis	3rd
	Tactical Training	2nd
Bare-Knuckle Boxing	Canny Grip	2nd
	Head Butt	3rd
Five Elements	Elemental Armor	2nd
	Phoenix Block	3rd
Kobujutsu	Dragon Shatters Mountain	3rd
	Immortal Grip	2nd
Military Martial Arts	Dirty Fighting	2nd
	Environmental Weapons	3rd
Third Eye	Thousand Steps	3rd
	Three Inch Punch	2nd
Western Boxing	Eye of the Tiger	3rd
	Stone Hands	2nd

Bare-Knuckle Brawling

While bare-knuckle brawling is not a formal school of fighting, there are certainly people who practice it in unsanctioned boxing matches, prisons, bar rooms, and hockey rinks the world over. The bare-knuckle brawler may not spend a lot of time in training, but he makes up for that by fighting every chance he gets.

1st Degree Mastery—Bare-Knuckle Brawling

Prerequisites: Str 13, base attack bonus +3, Brawl, Improved Brawl, Improved Damage Threshold, Improved Grab*, Improved Grapple*, Power Attack, Streetfighting.

Benefit: You may use the +1d4 damage granted by Streetfighting a number of times per round equal to your Strength bonus.

2nd Degree Mastery—Bare-Knuckle Brawling

Prerequisites: 1st Degree Mastery of Bare-Knuckle Brawling, Str 13, base attack bonus +3, Brawl, Improved Brawl, Improved Damage Threshold (×2), Improved Feint, Improved Grab*, Improved Grapple*, Power Attack, Streetfighting.

Benefit: You gain a +2 competence bonus on opposed grapple checks to damage your opponent, move, or to take control of an opponent's weapon. You also use that bonus when attacking with a light weapon while grappling or when attacking with your opponent's weapon while grappling.

When you make a successful unarmed strike, you deal normal damage and your opponent must succeed at a Fortitude save (DC 10 + your grapple modifier) or become fatigued. If you successfully use this ability against a fatigued opponent, that opponent becomes exhausted (See the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Character Condition Summary for the consequences of being fatigued or exhausted). Further uses of this ability against an exhausted opponent have no further effect. You must announce the use of this ability before making your attack roll. Thus, a missed attack roll is a missed attempt. You may use this ability a number of times per day equal to your

Secret Technique	School	Rank
Canny Grip	Bare-Knuckle Boxing	2nd
Combat Analysis	Ballistic Fist	3rd
Dirty Fighting	Military Martial Arts	2nd
Dragon Shatters Mountain	Kobujutsu	3rd
Elemental Armor	Five Elements	2nd
Environmental Weapons	Military Martial Arts	3rd
Eye of the Tiger	Western Boxing	3rd
Head Butt	Bare-Knuckle Boxing	3rd
Immortal Grip	Kobujutsu	2nd
Phoenix Block	Five Elements	3rd
Stone Hands	Western Boxing	2nd
Tactical Training	Ballistic Fist	2nd
Thousand Steps	Third Eye	3rd
Three Inch Punch	Third Eye	2nd

Chapter Two: Schools

Strength modifier, but no more than once in any combat round.

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

Available Secret Technique: Canny Grip.

3rd Degree Mastery—Bare-Knuckle Brawling

Prerequisites: 2nd Degree Mastery of Bare-Knuckle Brawling, Str 13, base attack bonus +3, Brawl, Endurance, Improved Brawl, Improved Damage Threshold (×3), Improved Feint, Improved Grab*, Improved Grapple*, Power Attack, Streetfighting.

Benefit: When you make a successful unarmed attack, you deal normal damage and you may force your opponent to succeed at a Fortitude save (DC 10 + your grapple modifier) or become stunned for 1d4 rounds following the round in which you strike him (See the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Character Condition Summary for the consequences of being stunned). You must announce the use of this ability before making your attack roll. Thus, a missed attack roll is a missed attempt. You may use this ability a number of times per day equal to your Strength modifier, but no more than once in any combat round.

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

Available Secret Technique: Head Butt.

Five Elements

In a world where magic exists, martial arts styles incorporating that magic will inevitably develop. The School of Five Elements teaches such a style of “magic martial arts.” While many enroll in the school, only those capable of casting arcane spells achieve mastery and learn the school’s secrets.

1st Degree Mastery—Five Elements

Prerequisites: Base attack bonus +1, Combat Martial Arts, Concentration 6 ranks, Knowledge (arcane lore) 6 ranks, Spellcraft 4 ranks, ability to cast 1st-level arcane spells.

Benefit: You gain a +4 bonus to Concentration checks when casting spells on the defensive (See Casting Time in Chapter Ten: FX Abilities in the *d20 Modern Roleplaying Game*).

2nd Degree Mastery—Five Elements

Prerequisites: 1st Degree Mastery of Five Elements, base attack bonus +4, Combat Martial Arts, Improved Combat Martial Arts, Concentration 8 ranks, Knowledge (arcane lore) 8 ranks, Spellcraft 6 ranks, ability to cast 2nd-level arcane spells.

Benefit: Pick two energy types from the following list: Acid, cold, electricity, fire, sonic/concussion. Choosing the same type twice does not gain you additional benefits. When you make an unarmed attack, specify one of those energy types and spend an action point. If your attack succeeds, you do +1d4 points of damage of that energy type. For example,

if you chose acid and fire, and specified fire for one unarmed attack, that attack deals +1d4 points of fire damage. Damage reduction has no effect on this additional damage, but energy resistance does. Opponents vulnerable to energy types suffer the effects of this additional damage according to their description. For example, trolls cannot regenerate this extra damage if it is acid or fire.

Unless you are attacking an object, the energy charge has no effect on the world around you. You cannot use a fire charge to start fires, nor does your unarmed strike ignite inflammable objects.

You may “charge” your unarmed attack a number of times per day equal to your Intelligence bonus, and you can hold the charge from round to round. Each round that you hold the charge, you must make a Concentration check, and if you fail, you lose the charge. You can continue doing this for a number of rounds equal to your ranks in Concentration plus your Intelligence bonus. You automatically lose the charge once you succeed at an unarmed strike. See Concentration in Chapter Two: Skills of the *d20 Modern Roleplaying Game*. You may apply your bonus on Concentration checks from 1st Degree Mastery to these Concentration checks. If you are holding a charge, you may not change the energy type of that charge. You may voluntarily release a charge with no effect as a free action.

Available Secret Technique: Elemental Armor.

3rd Degree Mastery—Five Elements

Prerequisites: 2nd Degree Mastery of Five Elements, base attack bonus +8, Advanced Combat Martial Arts, Combat Martial Arts, Improved Combat Martial Arts, Concentration 10 ranks, Knowledge (arcane lore) 10 ranks, Spellcraft 8 ranks, ability to cast 3rd-level arcane spells.

Benefit: Pick two additional energy types from the 2nd Degree Mastery list. You may now choose among four energy types when charging an unarmed strike. The additional energy damage increases to +1d6 points of damage.

Available Secret Technique: Phoenix Block.

Kobujutsu

Kobujutsu, or *kobudo* as it is known today, was born out of the conquest of Okinawa by the Satsuma clan of Southern Japan in 1600. When the Japanese forbade the Okinawans from carrying weapons, the islanders adapted farming implements for their defense.

For our purposes, *kobujutsu* represents an art that teaches the use of a few culturally significant weapons. For example, the traditional weapons of Okinawan *kobudo* are the nunchaku, the *sai*, the *kama*, the paddle or *eiku*, the steel knuckleduster or *tekko*, the quarterstaff, the *tonfa*, the *timbe*, and the *rochin* (statistics for these weapons appear in Chapter Five: Weapons of this book, or in the *d20 Modern Roleplaying Game*). Schools that teach the use of swords (such as the One Move and Swordplay schools) appear in *Martial Arts Mayhem, Volume One*.

GM Note: You should carefully control which weapons a hero selects for Martial Arts Weapons Proficiency. The decision

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on whether a hero is proficient with appropriate weapons is entirely up to you. The following lists provide some possible weapon combinations, using weapons from the *d20 Modern Roleplaying Game* and Chapter Five: Weapons in this book.

Combination 1: *Eiku, kama, nunchaku, rochin, sai, tekko, timbe, tonfa.*

Combination 2: *Cha, chuu, da dao, gen, hatchet, kwan dao, lian, mourn staff, nine-ring sword, shao dao, shou li jen, tai dao, tieh zuu, wind and fire wheels, wolf's teeth staff.*

Combination 3: *Club, chakram, hatchet, urumi, whip.*

Combination 4: *Chemeti, golok, kapak, kris, kwanto, lajatang, parang, pendjepit, petjat, pisau, rante, sjang sutai, tekken, titjio, tjabang, tjaluk, tongkat.*

Combination 5: *Aikuchi, bisento, hatchet, hamidash, kiseru, kusari, kusarigama, manriki-gusari.*

Combination 6: *Club, hatchet, kabit, panu, sarong.*

Combination 7: *Club, hatchet, kris, machete.*



Military Martial Arts

During World War II, many special operations groups, including commandos and airborne troops, trained in practical hand-to-hand combat. Their “styles” were generally a mix of boxing, judo, jujitsu, karate, and whatever practical techniques the instructors picked up over their careers.

This training continues today, often formalized into styles like Krav Maga (the fighting system of the Israeli Defense Forces). Many law enforcement agencies also make this training part of their curriculum.

Note: When a hero takes a level in Soldier, she may choose not to take a class ability and instead take a feat that is a prerequisite for mastery of Military Martial Arts, or a Military Martial Arts secret technique.

1st Degree Mastery—Military Martial Arts

Prerequisites: Int 13, base attack bonus +1, Alertness, Brawl, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Dodge, Improved Grab, Improved Initiative, Escape Artist 2 ranks, Tumble 2 ranks.

Benefit: You gain a +2 bonus to your Initiative checks. This stacks with the bonus from Improved Initiative.

2nd Degree Mastery—Military Martial Arts

Prerequisites: 1st Degree Mastery of Military Martial Arts, base attack bonus +4, Agile Riposte, Alertness, Brawl, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Dodge, Improved Brawl, Improved Combat Martial Arts, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Escape Artist 4 ranks, Tumble 4 ranks.

Benefit: You gain a +2 competence bonus to opposed checks to escape from a grapple, to escape from a pin, or to disarm an opponent.

Available Secret Technique: Dirty Fighting.

3rd Degree Mastery—Military Martial Arts

Prerequisites: 2nd Degree Mastery of Military Martial Arts, base attack bonus +8, Advanced Combat Martial Arts, Agile

1st Degree Mastery—Kobujutsu

Prerequisites: Dex 13, Int 13, base attack bonus +1, Combat Martial Arts, Combat Expertise, Defensive Martial Arts, Dodge, Martial Arts Weapons Proficiency*, Two-Weapon Fighting.

Benefit: You gain the benefit of the Weapon Focus feat (+1 on attack rolls) with all your school's weapons with which you are proficient.

2nd Degree Mastery—Kobujutsu

Prerequisites: 1st Degree Mastery of Kobujutsu, Dex 13, Int 13, base attack bonus +4, Agile Riposte, Combat Martial Arts, Combat Expertise, Defensive Martial Arts, Dodge, Improved Combat Martial Arts, Improved Disarm, Martial Arts Weapons Proficiency*.

Benefit: You gain a +2 competence bonus on all opposed checks to trip or disarm an opponent (including the roll to keep from being tripped or disarmed yourself if you fail your attempt) when using one of your school's weapons with which you are proficient.

Available Secret Technique: Immortal Grip.

3rd Degree Mastery—Kobujutsu

Prerequisites: 2nd Degree Mastery of Kobujutsu, Dex 13, Int 13, Base attack bonus +8, Advanced Combat Martial Arts, Combat Martial Arts, Combat Expertise, Defensive Martial Arts, Dodge, Elusive Target, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Martial Arts Weapons Proficiency*.

Benefit: When fighting with one of your school's weapons with which you are proficient, you inflict +2 points of damage when you hit an opponent and you may inflict nonlethal damage without suffering the normal –4 penalty. You gain the benefit of the Cleave feat even if you do not meet the prerequisites.

Available Secret Technique: Dragon Shatters Mountain.

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Riposte, Alertness, Brawl, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Dodge, Improved Brawl, Improved Combat Martial Arts, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Escape Artist 6 ranks, Tumble 6 ranks.

Benefit: You may combine the benefits from Brawl and Improved Brawl with the benefits of Advanced Combat Martial Arts, Combat Martial Arts, and Improved Combat Martial Arts. So your unarmed attacks deal 1d8 points of damage plus your Strength modifier, threaten a critical on 19-20, and have a critical multiplier of $\times 3$. You may choose whether to inflict lethal or nonlethal damage with your unarmed attacks. You must announce your choice before making your attack roll. If you do not announce otherwise, the damage is nonlethal.

Available Secret Technique: Environmental Weapons.

Self Defense

Over the last few decades, people have taken an increased interest in self defense. Some purchase hand guns, some take up kickboxing or tae bo, and some take full-fledged self-defense classes. Reputable classes are taught by law enforcement personnel, martial artists, and security professionals. The techniques taught are often common sense, but they also borrow techniques from many different martial arts. Unlike more traditional martial arts, the emphasis in self-defense is on disabling an opponent and escaping.

Self Defense has the long history of other martial arts, and it lacks the focus on injuring, crippling, or killing the opponent that other martial arts have. It is a simple set of techniques for surviving. It has no secret techniques. Though less spectacular than other martial arts, Self Defense is also easier to qualify for.

1st Degree Mastery—Self Defense

Prerequisites: Alertness, Combat Throw, Defensive Martial Arts, Dodge, Unbalance Opponent.

Benefit: You get a +2 bonus on Initiative rolls. This bonus stacks with the bonus from Improved Initiative.

2nd Degree Mastery—Self Defense

Prerequisites: Alertness, Athletic, Combat Throw, Defensive Martial Arts, Dodge, Mobility, Unbalance Opponent.

Benefit: You gain a +2 competence bonus to opposed checks to escape from a grapple or to escape from a pin.

3rd Degree Mastery—Self Defense

Prerequisites: Alertness, Athletic, Combat Throw, Confident, Defensive Martial Arts, Dodge, Mobility, Nimble, Unbalance Opponent.

Benefit: You may spend an action point and attack with an unarmed strike or a melee weapon. You must announce the use of this ability before rolling the attack. Thus a missed attack roll is a missed attempt. If your attack succeeds, the attack deals no damage, but your opponent is stunned. Roll the die or dice for your action points; the result of this roll is the number of rounds your opponent is stunned. See the Character Condition Summary in Chapter Five: Combat of the *d20 Modern Roleplaying Game* for the effects of being stunned.

Third Eye

As with magic, the existence of psionics virtually guarantees the development of martial arts styles incorporating psionics. Third Eye is an example of such a style of “psionic martial arts.” While many enroll in the school, only those capable of manifesting psionic powers achieve mastery and learn the school’s secrets. According to ancient schools of thought, the third eye is associated with the brow chakra (“Ajna” in Sanskrit, meaning “to perceive”), the penultimate of the seven energy centers in the human body. According to those schools, this chakra governed psychic perception.

1st Degree Mastery—Third Eye

Prerequisites: Base attack bonus +1, Acrobatic, Combat Martial Arts, Combat Reflexes, Run, Wild Talent, Concentration 2 ranks, Jump 4 ranks, Tumble 4 ranks.

Benefit: You may spend an action point to automatically succeed at an opposed check to resist a Bull Rush attempt or an Overrun attempt. You may also use this ability to resist being moved in a grapple (see Additional Grappling Rules in Chapter One: General Rules of this book). If you use this ability, you cannot take a move action or a 5-foot step until the beginning of your first action on the next round.



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This counts as one of your attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed). You must have at least 1 reserve power point to use this ability.

2nd Degree Mastery—Third Eye

Prerequisites: 1st Degree Mastery of Third Eye, base attack bonus +4, Acrobatic, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, Run, Unfettered Eye*, Wild Talent, Concentration 4 ranks, Jump 6 ranks, Tumble 6 ranks.

Benefit: If you spend an action point and succeed at an unarmed attack, the opponent you strike takes no damage but loses a number of reserve power points equal to your Charisma modifier $\times 4$ (minimum 0). This ability cannot reduce the opponent's reserve power points below 0. You must announce the use of this ability before making your attack roll, thus a missed attack roll is a missed attempt.

You must have at least 3 reserve power points to use this ability.

Available Secret Technique: Three Inch Punch.

3rd Degree Mastery—Third Eye

Prerequisites: 2nd Degree Mastery of Third Eye, base attack bonus +8, Acrobatic, Advanced Combat Martial Arts, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, Run, Unfettered Eye*, Wild Talent, Concentration 6 ranks, Jump 8 ranks, Tumble 8 ranks.

Benefit: When taking a full attack action, you may spend 1 action point per unarmed strike to resolve those strikes as touch attacks. You must announce the use of this ability before making any attack rolls. Thus missed attack rolls are missed attempts.

You must have at least 5 reserve power points to use this ability.

Available Secret Technique: Thousand Steps.

Western Boxing

Over hundreds of years, boxing evolved from bloody, bare-knuckle brawls, usually with no time limits, into the Olympic sport it is today. The sport of boxing is just that: a sport. However, it contains numerous valuable techniques for those

who rely on their bodies for defense. Boxers know how to read opponents' bodies to predict their next moves, and they know how to take a blow and keep on fighting. They have to have fast hands, and a great deal of endurance. It's not *muay thai* kickboxing or *savate*, but many martial artists have taken a beating at the fists of a boxer.

1st Degree Mastery—Western Boxing

Prerequisites: Str 13, Int 13, base attack bonus +2, Brawl, Endurance, Improved Feint, Power Attack, Streetfighting.

Benefit: You get a +4 competence bonus on checks to feint in combat and to resist feints in combat. You may use the +1d4 damage granted by Streetfighting a number of times per round equal to your Strength bonus.

2nd Degree Mastery—Western Boxing

Prerequisites: 1st Degree Mastery of Western Boxing, Str 13, Int 13, base attack bonus +3, Brawl, Diehard*, Endurance, Improved Feint, Improved Initiative, Knockout Punch, Power Attack, Streetfighting.

Benefit: You may spend an action point to deal lethal damage with one of your unarmed strikes this round. You spend this point at the beginning of your action. You must announce which attack benefits from that ability before rolling that attack, thus a missed attack roll is a missed attempt.

Available Secret Technique: Stone Hands.

3rd Degree Mastery—Western Boxing

Prerequisites: 2nd Degree Mastery of Western Boxing, Str 13, Int 13, base attack bonus +3, Brawl, Endurance, Improved Damage Threshold, Improved Feint, Improved Initiative, Improved Knockout Punch, Knockout Punch, Power Attack, Streetfighting.

Benefit: You get a +4 bonus to all Fortitude saving throws. Further, when your unarmed strikes force an opponent to make a Fortitude saving throw, the DC for that saving throw increases by your character level. So, for example, if a 10th-level hero with 3rd Degree Mastery of Western Boxing forced an opponent to make a Fortitude saving throw to resist massive damage, the DC is 25 (15 + 10) rather than the normal 15.

Available Secret Technique: Eye of the Tiger.

Chapter Three: Feats

"Anyone... who happens to make a mistake... must be prepared to die 'cause I pay generously."

—The Angry Guest

Brawl, Combat Martial Arts, and Defensive Martial Arts are good general feats, and are the building blocks for the material in this chapter. They lack detail, however. The feats provided below add detail and support the schools described in Chapter Two.

Acquiring Martial Arts Feats

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

Psionics

We introduce a psionic martial arts school, Psionic Fist, in this book. Rules for psionics appear in Chapter Ten: FX Abilities of the *d20 Modern Roleplaying Game*. Having opened the door for psionic martial artists, we also provide some additional psionic feats in this chapter for use in your game.

Psionic Feats

To non-psionic characters, all psionic feats are treated as special (only psionic characters and creatures may take them). These psionic feats allow the psionic character to enhance his combat abilities. For modern d20 System heroes, all psionic feats have Wild Talent as a prerequisite (see New Feat in the Psionic Powers section of Chapter Ten: FX Abilities of the *d20 Modern Roleplaying Game*).

Some psionic feats do not directly use the power points of a psionic character, but the mere presence of those power points and psionic potential allow psionic characters access to these feats. Feats that have a prerequisite of "reserve power points" require the psionic character or creature to possess at least the indicated number of unused power points in order to use the feat in any given round. These power points are not used to power the feat; however, if they are not held in reserve the feat is temporarily unavailable.

Note: If a psionic character's total power point maximum never equals the reserve power point prerequisite, the character cannot take the feat.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Description of what the feat does or represents in plain language, with no game mechanics.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a hero must have to acquire this feat. This entry is absent if a feat has no prerequisite. Prerequisites marked with an asterisk (*) appear elsewhere in this chapter.

Benefit: What the feat enables your hero to do.

Normal: What a hero who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat that may help you decide whether to select it.

Bonus Feat: If the feat should be added to the bonus feat list for one or more classes, this entry explains which classes.

Body Fuel [Psionic]

Prerequisites: Inner Strength*, Talented*.

Benefit: You can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action. You may burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage. You can burn no more than 60 ability points in a day, regardless of any ability healing you may receive.

Bonus Feat: Body Fuel is a bonus feat for the Battlemind and Telepath advanced classes.

Cat Stance

You have mastered a high stance that allows rapid reactions.

Prerequisites: Combat Reflexes, Defensive Martial Arts.

Benefit: Whenever an opponent attempts a Bull Rush or Overrun attack against you, you may avoid the attack completely by taking a 5-foot step. If this change in position would create an opportunity for you to take an attack of opportunity against the opponent (because he or she leaves a space you threaten, for example), you may if you still have an attack of opportunity available.

This counts as one of your attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Special: The 5-foot step allowed by this feat does not count as choosing to avoid an opponent attempting an overrun, so Improved Overrun has no effect on this feat. Improved Bull Rush does not negate this attack of opportunity. You may not combine Cat Stance and Horse Stance.

Bonus Feat: Cat Stance is a bonus feat for the Fast Hero, the Strong Hero, and the Martial Artist advanced class.

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Combo Strike

You chain your attacks together for greater results.

Prerequisites: Base attack bonus +8, Combat Martial Arts, Improved Combat Martial Arts, Advanced Combat Martial Arts.

Benefit: At the end of your action, you do 2 additional points of bludgeoning damage per successful unarmed strike you completed this round. Apply this bonus damage to an opponent's Damage Resistance separately from other damage this round, but as if it came from a single attack.

For example, Jim Kelly is a Strong Hero 4/Martial Artist 6. His base attack bonus is +10, so if he uses a full attack he can strike twice in a single round. He fights Smash Lampjaw, Tough hero 10, who has Damage Resistance 3/—. Jim successfully performs two unarmed strikes against Smash, so at the end of Jim's action he deals 4 bonus points of bludgeoning damage to Smash. The GM applies those 4 points against Smash's DR, and Smash takes 1 point of damage.

Special: You may take Combo Strike twice. The first time it applies to unarmed strikes, and the second time it applies to attacks with melee weapons.

Diehard

You can remain conscious after attacks that would fell others.

Prerequisites: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to succeed at a Fortitude saving throw to stop losing 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Greater Dodge

Your skill at dodging attacks is preternatural.

Prerequisites: Dexterity 13, Dodge, Improved Dodge*.

Benefit: Your skill with the Dodge feat improves such that you now receive a +3 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Bonus Feat: Greater Dodge is a bonus feat for the Fast Hero and the Martial Artist advanced class.

Horse Stance

You have mastered a low stance that gives you great stability.

Prerequisites: Base attack bonus +1, Combat Martial Arts.

Benefit: You may take a move action to gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on a flat surface (but not when climbing, flying, riding, or otherwise not standing firmly on a flat surface). The bonus lasts until the start of your next action.

Note that the surface need not be solid; you gain the benefit of this feat if standing in mud or sand. Note also that you can still move, but you cannot charge, take two move actions in a single round, run, or make a full attack. You may not combine Cat Stance and Horse Stance.

Bonus Feat: Horse Stance is a bonus feat for the Strong Hero and the Martial Artist advanced class.



Improved Combat Expertise

You have mastered the art of defense in combat

Prerequisites: Int 13, base attack bonus +6, Combat Expertise.

Benefit: When you use the attack action or the full attack action in melee, you may take a penalty of up to your base attack bonus on your attack roll and add the same number to your Defense. The changes to attack rolls and Defense last until your next action. The bonus to your Defense is a dodge bonus (and as such it stacks with other dodge bonuses you may have).

Chapter Three: Feats

Normal: Without this feat the maximum bonus to your Defense from Combat Expertise is +5.

Bonus Feat: Improved Combat Expertise is a bonus feat for the Fast Hero, the Smart Hero, and the Martial Artist advanced class.

Improved Dodge

You excel at dodging attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +2 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Bonus Feat: Improved Dodge is a bonus feat for the Fast Hero and the Martial Artist advanced class.

Improved Grab

You are skilled in joint locks and holds.

Prerequisites: Brawl.

Benefit: If you hit with an unarmed strike, you can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so.

Bonus Feat: Improved Grab is a bonus feat for the Strong Hero, Tough Hero, and the Martial Artist advanced class.

Improved Grapple

You are skilled at grappling opponents.

Prerequisites: Dex 13, Brawl, Improved Grab*.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Bonus Feat: Improved Grapple is a bonus feat for the Strong Hero, Tough Hero, and Martial Artist advanced class.

Table 3-1: Feats

Feat	Cls*	Prerequisites	Benefit
Alertness	TDI	—	+2 on Listen and Spot checks
Unfettered Eye	BTP	Alertness, 1+ reserve power point	Make a Spot check to learn details about your opponent
Brawl	STIDa	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Brawl	STSo DaBo	Base attack bonus +3, Brawl	+2 on unarmed attacks, 1d8 + Str bonus nonlethal damage
One-Two	STSo DaBo	Base attack bonus +8, Brawl, Improved Brawl	Bonus damage based on number of successful unarmed strikes per round
Improved Grab	STM	Brawl	Start grapples as a free action
Improved Grapple	STM	Dex 13, Brawl, Improved Grab	+4 bonus on all grapple checks, no attack of opportunity when you start a grapple
Combat Expertise	FSm Bd	Int 13	Reduce attack bonus by up to -5, increase Defense bonus by up to +5
Improved Combat Expertise	FSmM	Int 13, Combat Expertise	Reduce attack bonus by up to your base attack bonus, increase Defense bonus by same amount
Combat Reflexes	SMBd	—	Additional attacks of opportunity
Combat Martial Arts	S	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Horse Stance	SM	Base attack bonus +1, Combat Martial Arts	+4 bonus to resist being bull rushed or tripped
Improved Combat Martial Arts	S	Base attack bonus +4, Combat Martial Arts	Unarmed strike threatens critical hit on 19 or 20
Advanced Combat Martial Arts	M	Base attack bonus +8, Combat Martial Arts, Improved Combat Martial Arts	Unarmed strike critical hit deals ×3 damage
Combo Strike	M	Base attack bonus +8, Combat Martial Arts, Improved Combat Martial Arts, Advanced Combat Martial Arts	Bonus damage based on number of successful strikes per round

*This column indicates which classes receive these feats as bonus feats. Abbreviations are as follows:

B: Battlemind heroes Bd: Bodyguard heroes C: Charismatic heroes D: Dedicated heroes
 Da: Daredevil heroes F: Fast heroes G: Gunslinger heroes I: Infiltrator heroes
 M: Martial Artist heroes S: Strong heroes Sm: Smart heroes So: Soldier heroes
 T: Tough heroes Tp: Telepath heroes

Chapter Three: Feats

Improved Overrun

You are skilled at knocking down opponents.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Bonus Feat: Improved Overrun is a bonus feat for the Strong Hero, Tough Hero, and Martial Artist advanced class.

Increased Speed

You move faster than normal.

Prerequisites: Run.

Benefit: Your base speed increases by 10 feet per round.

Special: You may take this feat multiple times. Its effects stack.

Inner Strength [Psionic]

Benefit: You gain +1 power point.

Special: You may gain this feat multiple times, each time

gaining a number of power points equal to the previous Inner Strength gain +1.

Bonus Feat: Inner Strength is a bonus feat for the Battlemind and Telepath advanced classes.

Martial Arts Weapons Proficiency

Your training in the martial arts includes the use of various exotic weapons.

Prerequisites: Base attack bonus +1, Combat Martial Arts, Defensive Martial Arts.

Benefit: Select three exotic weapons. You make attack rolls with these weapons normally.

Normal: A character who uses an exotic weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, you select another three exotic weapons. Your GM may limit which weapons you can use with this feat (for example, he should not allow you to choose a chainsaw or an M-60 medium machine gun). See Weapons Proficiencies at the end of this chapter for more information.

Table 3-1: Feats (continued)

Feat	Cls	Prerequisites	Benefit
Defensive Martial Arts	FI	—	+1 dodge bonus to Defense against melee attacks
Cat Stance	SFM	Combat Reflexes, Defensive Martial Arts	You can avoid opponents entering your space
Dodge	FCIDa	Dex 13	+1 dodge bonus against selected opponent
Improved Dodge	FM	Dex 13, Dodge	+2 dodge bonus against selected opponent
Greater Dodge	FM	Dex 13, Dodge, Improved Dodge	+3 dodge bonus against selected opponent
Supreme Dodge	FM	Dex 13, Dodge, Improved Dodge, Greater Dodge	Divide +4 dodge bonus among opponents
Mobility	FIDa		
Sidestep	FM		
Psionic Dodge	BTP	Dex 13, Dodge, 5+ reserve power points	+1 dodge bonus against selected opponent
Endurance	T	—	+4 on certain Swim and Con checks, some Fort saves
Diehard	T	Endurance	Remain conscious at -1 to -9 hit points.
Inner Strength	BTP	—	You gain additional psionic power points.
Talented	BTP	Inner Strength	You manifest 3 additional 0-level powers.
Body Fuel	BTP	Inner Strength, Talented	You can burn ability points as power points.
Martial Arts Weapons Proficiency	—	Base attack bonus +1, Combat Martial Arts, Defensive Martial Arts	Use 3 exotic weapons with no penalty
Power Attack	ST	Str 13	Subtract from melee attack to add to melee damage
Improved Overrun	STM	Str 13, Power Attack	+4 bonus on Strength check to knock down opponent
Psionic Body	—	—	Use key ability modifier to determine bonus hit points
Rapid Metabolism	BTP	Con 13	You add your Constitution modifier to the number of hit points you heal per day
Psionic Metabolism	BTP	Con 13, Rapid Metabolism	Convert normal damage to nonlethal damage
Run			
Increased Speed			
Stand Still	BTP	Str 13, 1+ reserve power points	End the movement of a foe that is closing or fleeing

Chapter Three: Feats

One-Two

You chain your attacks together for greater results.

Prerequisites: Base attack bonus +8, Brawl, Improved Brawl.

Benefit: At the end of your action, you do 2 additional points of nonlethal damage per successful unarmed strike you completed this round. Apply this bonus damage to an opponent's Damage Resistance separately from other damage this round, but as if it came from a single attack.

For example, John Roper is a Tough hero 4/Bodyguard 6. His base attack bonus is +7, so if he uses a full attack he can strike twice in a single round. He fights Buck Plankchest, Tough hero 10, who has Damage Resistance 3/—. John successfully performs two unarmed strikes against Buck, so at the end of John's action he deals 4 bonus points of nonlethal damage to Buck. The GM applies those 4 points against Buck's DR, and Buck takes 1 point of damage.

Psionic Body [Psionic]

Benefit: At 1st level, you may use your key ability modifier determined by one of the 0-level powers you can manifest instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your Constitution, as normal.

Special: You may only take this feat as a 1st-level character.

Psionic Dodge [Psionic]

Prerequisites: Dex 13, Dodge, reserve power points 5+.

Benefit: During your action, designate an opponent and receive a +1 dodge bonus to Defense against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Defense (if any) does not make you lose the dodge bonus from the Psionic Dodge feat.

Special: Dodge bonuses stack with one another, unlike most other types of bonuses.



Bonus Feat: Psionic Dodge is a bonus feat for the Battlemind and Telepath advanced classes.

Psionic Metabolism [Psionic]

Prerequisites: Con 13, Rapid Metabolism*.

Benefit: You convert 1 point of normal damage to 1 point of subdual damage per hour, if you pay the cost of 1 power point per hour. If you are unconscious or dying, Psionic Metabolism does not work.

Bonus Feat: Psionic Metabolism is a bonus feat for the Battlemind and Telepath advanced classes.

Rapid Metabolism [Psionic]

Prerequisites: Con 13.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

Bonus Feat: Rapid Metabolism is a bonus feat for the Battlemind and Telepath advanced classes.

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

Stand Still [Psionic]

Prerequisites: Str 13, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack the foe prior to the foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage dealt, or be unable to move into or out of the area you threaten—essentially, this ends the movement of a foe who is closing with you, or prevents any movement of a foe who is fleeing from you (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity.

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

Bonus Feat: Stand Still is a bonus feat for the Battlemind and Telepath advanced classes.

Supreme Dodge

Your skill at dodging attacks is such that you can avoid multiple attackers at once.

Prerequisites: Dexterity 13, Dodge, Improved Dodge*, Greater Dodge*.

Chapter Three: Feats

Benefit: When using your Dodge feat, you may now designate more than one opponent (you must still be aware of each opponent you designate). You have a total of +4 dodge bonus that can be divided between the different opponents you designate. You may choose to have +4 against a single opponent, +2 against two separate opponents, +1 against four separate opponents, or any other combination you prefer. You can select new opponents or reallocate your dodge bonus on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Bonus Feat: Supreme Dodge is a bonus feat for the Fast Hero and the Martial Artist advanced class.

Talented [Psionic]

Prerequisite: Inner Strength*.

Benefit: You can manifest three more 0-level powers for free per day than normal.

Bonus Feat: Talented is a bonus feat for the Battlemind and Telepath advanced classes.

Unfettered Eye [Psionic]

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

Prerequisites: Alertness, Wild Talent, reserve power points 3+

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

Spot Check

Result	Information Gained
5+	Whether or not the opponent is a normal character without reserve power points.
10 +	Opponent's current reserve power points.
15+	Opponent's total possible reserve power points.
20+	Opponent's current number of action points and manifester level.

Bonus Feat: Unfettered Eye is a bonus feat for the Battlemind and Telepath advanced classes.

Weapons Proficiencies

Ordinarily, Archaic Weapons Proficiency gives a hero the ability to correctly wield all archaic weapons. Martial Arts Weapons Proficiency (see page 17) gives a hero the skill to wield three exotic weapons without suffering a nonproficiency penalty.

But as a GM, you may want to alter how these proficiencies work to add flavor to your game, and to your heroes. One way to alter proficiencies is to limit them to those weapons commonly taught as part of a martial arts school. You could, for example, provide your players with a list of which weapons

are taught by which schools, and let them choose from that list when they select either feat. This would change the specifics of Archaic Weapon Proficiency and Martial Arts Weapon Proficiency a bit (see below).

Proficiency by School

One way to alter proficiencies is to limit them to those weapons commonly taught as part of a martial arts school. We provide suggestions for matching weapons with the schools in this book in Chapter Five: Weapons. This works as follows:

Archaic Weapons Proficiency [School]: A hero gains skill with all archaic weapons taught as part of that school. A hero may take Archaic Weapons Proficiency multiple times to gain skill with weapons not associated with a martial arts school or to gain skill with those associated with some other school.

Martial Arts Weapons Proficiency [School]: A hero gains skill with three exotic weapons taught as part of that school. A hero may take Martial Arts Weapons Proficiency multiple times to gain skill with additional weapons associated with that school, or with weapons associated with some other school.

We provide suggestions for matching weapons with the schools in this book in Chapter Five: Weapons.

Proficiency by Region

Another way to alter proficiencies is to limit them to weapons originating in the same geographic region where the school was developed. For example, you might have Archaic Weapons Proficiency [Chinese] that would be limited to weapons from China, and those who practice a school that originated in China would be limited to that feat. Other possible regions include Indian, Indonesian, Japanese, and Okinawan.

The table below shows weapons associated with various regions. These weapons appear in Chapter Five: Weapons of this book. Some have equivalents with other names, and those appear in the descriptions of their equivalent.

Region	Weapons
China	<i>Cha, chuu, da dao, gen, hatchet, kwan dao, lian, mourn staff, nine-ring sword, shao dao, shou li jen, tai dao, t'ieh zuu, wind and fire wheels, wolf's teeth staff</i>
Europe	Gladius, hatchet, shield spikes, trench knife
India	<i>Chakram, hatchet, urumi, whip</i>
Indonesia	<i>Chemeti, golok, kapak, kelewang, kris, kwanto, lajatang, parang, pedang, pendjepit, petjat, pisau, rante, sjang sutai, tekken, titjio, tjabang, tjaluk, tongkat</i>
Japan	<i>Aikuchi, bisento, hatchet, jitte, hamidash, kama, kiseru, kusari, kusarigama, manriki-gusari, nodachi, nunchaku, nunte, quarterstaff, sai, tanto, tekko</i>
Korea	<i>Chun Jung whole-do, Dan bong, hatchet, join bong</i>
Malaysia	Hatchet, <i>kris</i>
Okinawa	<i>Eiku, hatchet, kama, nunchaku, quarterstaff, rochin, sai, urchin, tekko, timbe</i>
Philippines	Club, hatchet, <i>kabit, panu, sarong</i>
Vietnam	Hatchet, <i>tien bong</i>

Chapter Four: Secret Techniques

"My brand of kung fu is not for revenge. It's for universal peace."

—Return to the 36th Chamber

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

Acquiring Secret Techniques

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

For example, Eye of the Tiger requires a hero to meet all the prerequisites of 3rd Degree Mastery of the Western Boxing School before she can learn it. She can learn Stone Fists after gaining 2nd Degree Mastery, but it is not a prerequisite for Eye of the Tiger.

Secret techniques are never on class bonus feat lists.

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

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

Secret Techniques

Below is the full description for each of the secret techniques listed in Chapter Two: Schools.

Canny Grip

Your training emphasizes submission holds.

Prerequisites: Second Degree Mastery of Bare-Knuckle Boxing.

Benefits: If you choose to deal nonlethal damage when grappling, you may add your Wisdom bonus (if any) to the damage. This bonus is in addition to any other bonuses to damage, including bonuses from Strength.

Combat Analysis

You can predict opponents' positions and reactions.

Prerequisites: Third Degree Mastery of Ballistic Fist.

Benefits: Any time you surprise your opponents, you may take a full attack action during the surprise round.

Dirty Fighting

Your training emphasizes joint locks and breaking techniques.

Prerequisites: Second Degree Mastery of Military Martial Arts.

Benefits: If you successfully deal unarmed strike damage when grappling, you may spend an action point as a free action to automatically deal critical damage instead of normal unarmed strike damage. You do not have to roll a second opposed grapple check to confirm this critical hit.

Dragon Shatters Mountain

Your attacks against objects are extraordinarily destructive.

Prerequisites: Third Degree Mastery of Kobujutsu.

Benefits: When fighting with one of your school's weapons with which you are proficient and striking an object held or carried by an opponent, such as a weapon, you do not provoke an attack of opportunity (see Strike an Object in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

When fighting with one of your school's weapons with which you are proficient and striking an object held or carried by an opponent, you gain a +4 bonus on your attack roll.

When attacking an object with one of your school's weapons with which you are proficient, you deal double normal damage to

that object, whether it is held or carried or not.

When fighting with one of your school's weapons with which you are proficient that weapon gains a +4 bonus to defense against attacks made against it.

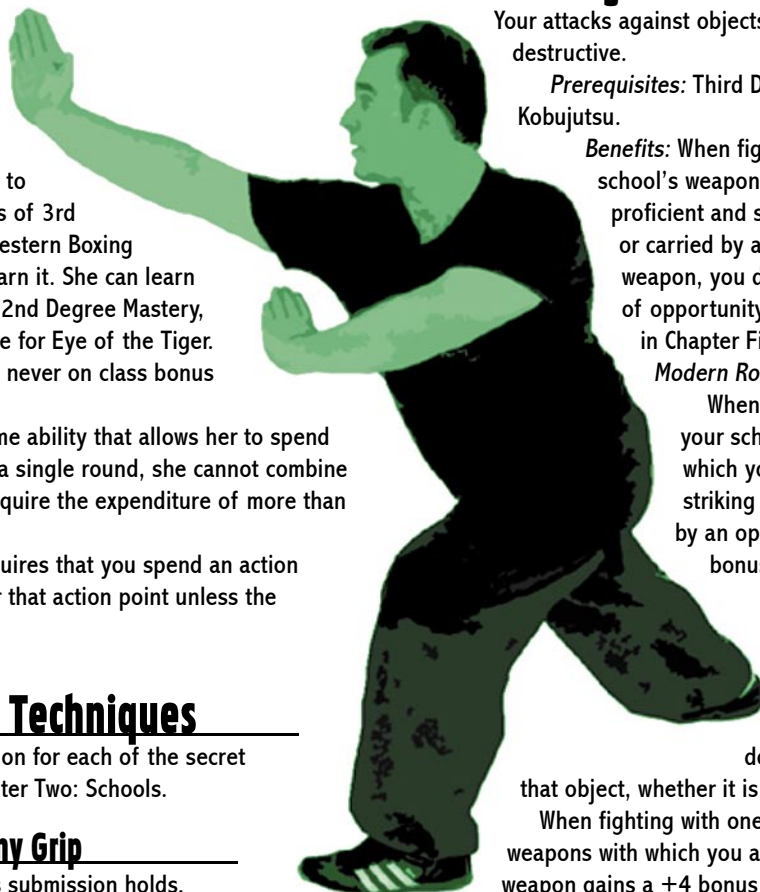
If you also have the Sunder feat, the two bonuses on attack rolls made to attack objects stack but you do not further increase the damage to objects.

Elemental Armor

Your mastery of elemental energy bolsters your defenses.

Prerequisites: Second Degree Mastery of Five Elements.

Benefits: As a move action, you may voluntarily lose



Chapter Four: Secret Techniques

an arcane spell to gain a dodge bonus to Defense equal to twice the spell's level. A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Environmental Weapons

You use the world around you against your opponents.

Prerequisites: Third Degree Mastery of Military Martial Arts.

Benefits: While grappling an opponent, if you succeed at an opposed grapple check you may throw, trip, spin, or otherwise force your opponent to collide with an object within five feet of you (this may include walls, railings, the floor or ground, or other reasonably hard objects). This is a full attack action. You deal your unarmed strike damage +1d4 points of bludgeoning damage. This additional damage is always lethal. If the number you rolled for your opposed grapple check was within the threat range of your unarmed strike, roll again to confirm any critical hit and if successful apply the critical hit multiplier for your unarmed strike to both your unarmed damage and the bonus damage.

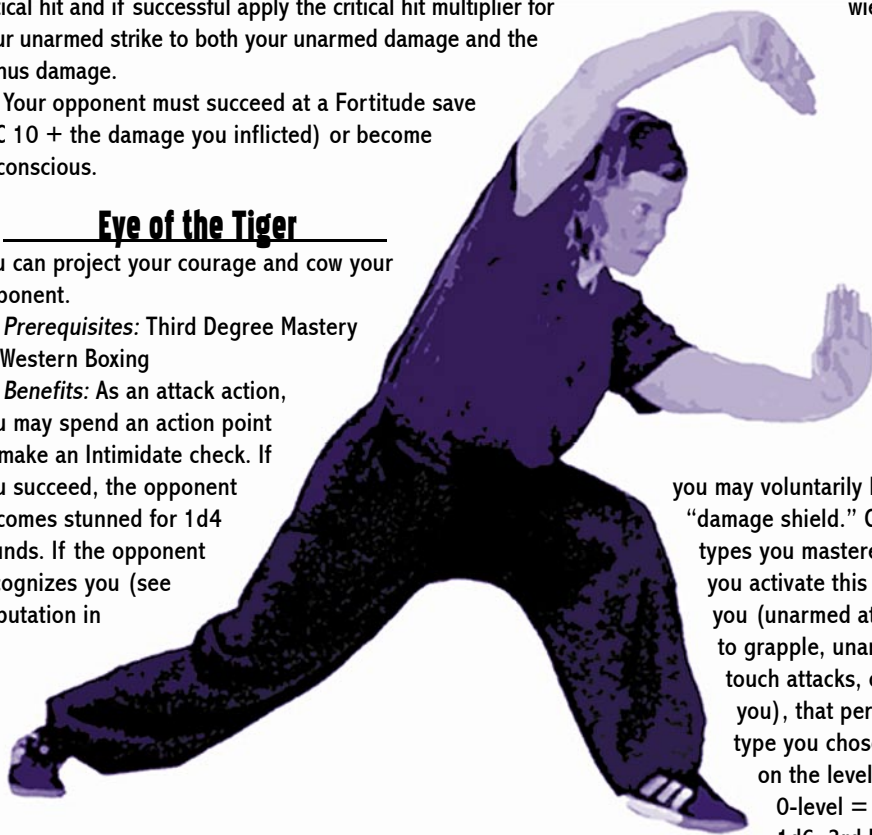
Your opponent must succeed at a Fortitude save (DC 10 + the damage you inflicted) or become unconscious.

Eye of the Tiger

You can project your courage and cow your opponent.

Prerequisites: Third Degree Mastery of Western Boxing

Benefits: As an attack action, you may spend an action point to make an Intimidate check. If you succeed, the opponent becomes stunned for 1d4 rounds. If the opponent recognizes you (see Reputation in



Chapter One: Characters of the *d20 Modern Roleplaying Game*), you may add your Reputation bonus to your Intimidate check.

If you use this ability against a stunned character, that character becomes panicked. See the Character Condition Summary in Chapter Five: Combat of the *d20 Modern Roleplaying Game* for the effects of being stunned or panicked.

Head Butt

You're willing to risk pain to take down an opponent.

Prerequisites: Third Degree Mastery of Bare-Knuckle Boxing.

Benefits: You may make one additional unarmed attack each round against an opponent who occupies the same square as you, but all your attack rolls that round suffer a -2 penalty. If this additional attack succeeds, you take half the damage you inflict as nonlethal damage, and your opponent is shaken. See the Character Condition Summary in Chapter Five: Combat of the *d20 Modern Roleplaying Game* for the effects of being shaken. The shaken condition lasts until the end of the encounter unless the shaken opponent, as an attack action, succeeds at a Fortitude saving throw (DC 10 + melee attack bonus). Using this ability on a shaken opponent produces no additional effect, but the effects stack with those of being stunned, fatigued, or exhausted.

Immortal Grip

Your strength lets you wield larger melee weapons.

Prerequisites: Second Degree Mastery of Kobujutsu.

Benefits: You may wield melee weapons up to one size category larger than you are with one hand, and you may wield melee weapons up to two size categories larger than you are with two hands. When you wield a one- or two-handed melee weapon with both hands, double your Strength modifier to damage.

Phoenix Block

Your mastery of elemental energy hurts those who touch you.

Prerequisites: Third Degree Mastery of Five Elements.

Benefits: As a move action, you may voluntarily lose an arcane spell to create a "damage shield." Choose one of the four energy types you mastered as part of Five Elements when you activate this ability. When someone touches you (unarmed attempts to grab, unarmed attempts to grapple, unarmed or natural weapon strikes, touch attacks, or simply brushing up against you), that person takes damage of the energy type you chose. The amount of damage depends on the level of the spell you chose to lose: 0-level = 1d3, 1st level = 1d4, 2nd level = 1d6, 3rd level = 2d4, 4th level = 2d6, etc.).

The damage shield lasts a number of rounds equal to your Intelligence modifier.

Phoenix Block creates an obvious visual effect around you, depending on the energy type selected:

Energy Type	Effect
Acid	A flickering, sickly green energy field
Cold	A thin, white mist and cool air
Electricity	Crackling yellow-white electrical arcs
Fire	A flickering, fiery, multicolored field
Sonic/Concussion	You seem to blur and vibrate slightly

Chapter Four: Secret Techniques

For example: Li Leung, Third Degree Master of Five Elements, has mastered acid, electricity, fire, and sonic energy. Finding himself facing a troll, he voluntarily loses *cone of cold* (Mage 5) to activate Phoenix Block. He chooses fire, and if the troll claws or bites Li Leung during the technique's duration then it takes 3d6 points of fire damage.

Stone Hands

Years of punching heavy bags, and opponents, have hardened your hands.

Prerequisites: Second Degree Mastery of Western Boxing

Benefits: You may spend an action point to have all your unarmed attacks this round deal lethal damage.

Tactical Training

Your training makes opponents predictable.

Prerequisites: Second Degree Mastery of Ballistic Fist.

Benefits: Make a Knowledge (tactics) check (DC 15 + number of opponents) as a free action. If you succeed, you gain a +2 dodge bonus to Defense and a +2 circumstance bonus on attack rolls. This bonus lasts a number of rounds equal to your ranks in Knowledge (tactics) +2, or until the end of the encounter, whichever comes first.

Thousand Steps

You move faster.

Prerequisites: Third Degree Mastery of Third Eye.

Benefits: Your base speed is equal to your normal speed +10 feet per 4 reserve power points you have.

Three Inch Punch

You can charge your unarmed strikes with concussive force.

Prerequisites: Second Degree Mastery of Third Eye.

Benefits: When you make an unarmed attack, you may spend a power point to deal +1d4 points of concussion damage. Damage reduction has no effect on this additional damage, but energy resistance does. Opponents vulnerable to concussion attacks suffer the effects of this additional damage according to their description.

Unless you are attacking an object, the energy charge has no effect on the world around you.

You may hold a "charge" for a number of rounds equal to Concentration (make a Concentration check each round you hold the charge) plus your Intelligence bonus or until you succeed at an unarmed strike, whichever comes first. See Concentration in Chapter Two: Skills of the *d20 Modern Roleplaying Game*. You may voluntarily release a charge with no effect as a free action.

Chapter Five: Weapons

"I love to watch a good fight. And you're pretty good."
—Forced Vengeance

From Bruce Lee's nunchaku to Master Killer's three-section staff to Li Mu Bai's Green Destiny sword, martial arts films and books are full of weapons. Most martial arts training includes both empty-handed and weapons techniques and some, like kendo and fencing, are focused almost entirely on weapon techniques.

This chapter provides statistics for and descriptions of a broad new selection of martial arts weapons, from the simple to the exotic—from trench knives to wind and fire wheels.

Additionally, this chapter includes a list of associated schools, so you'll know which of the schools presented in Chapter Two typically train with which weapons from Chapter Five.

Weapons

The tables below repeat some weapons from other products in order to list equivalents from around the world or to provide new rules for them.

Chakram: Familiar to all fans of *Xena: Warrior Princess*, the Indian chakram is classified as a quoit-type weapon, being a steel ring five to twelve inches in diameter of varying thickness. It usually has a sharp outer edge, but not always. It is thrown or hurled, either by being released after being twirled around the smooth inside edge by the forefinger (a favorite Sikh method) or released Frisbee-like or discus style.

Club: Statistics for the club can also be used for the sticks used by practitioners of *escrima*, the *tieh zuu* ("iron ruler") and *chuu* (grain pestle) from China, the *tongkat* and *tekken* from Indonesia, the *dan bong* and *joong bong* from Korea, and the *tien bong* from Vietnam.

Eiku: This is a boat paddle adapted for use as a weapon. Many Pacific cultures have similar traditional weapons, including the Maori people of New Zealand. Use the same statistics for any other boat paddle wielded as a weapon, but apply the penalties for using an impromptu weapon. While boat paddles adapted for use as weapons can still be used to paddle a boat, standard boat paddles are not weighted, shaped, and reinforced for use as weapons.

Halberd: Halberds, the traditional weapons of the Swiss Guards, are rarely seen outside museums. A halberd has both an axe head and a spike.

Because of the hook on the back of the halberd, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Equivalents to the halberd include the Chinese *tai dao*, *kwan dao*, and *da dao*, the Japanese *bisento*, the Korean *chun jung whule-do*, and the Indonesian *kwanto* and *sjang sutai*.

Hatchet: One of the oldest tools known to man, the hatchet statistics are appropriate for hatchets, tomahawks, and the *kapak* from Indonesia, among many other similar weapons.

Kama: The statistics for this small sickle are also appropriate for the *lian* from China.

Kiseru: This is a metal smoking pipe about a foot long.

Kris: These weapons were originally made from nickel and iron from meteorites, but that metal has long been exhausted. The *kris* is unique to martial arts of Indonesia and Malaysia. There are over 40 different types of *kris*. Many supernatural powers, called *tasawwaf*, are attributed to *kris*, some depending on the spiritual power of the smith, or *spande*, who made them. Traditionally, a father presented his son with a *kris* at puberty, and every man carried one.

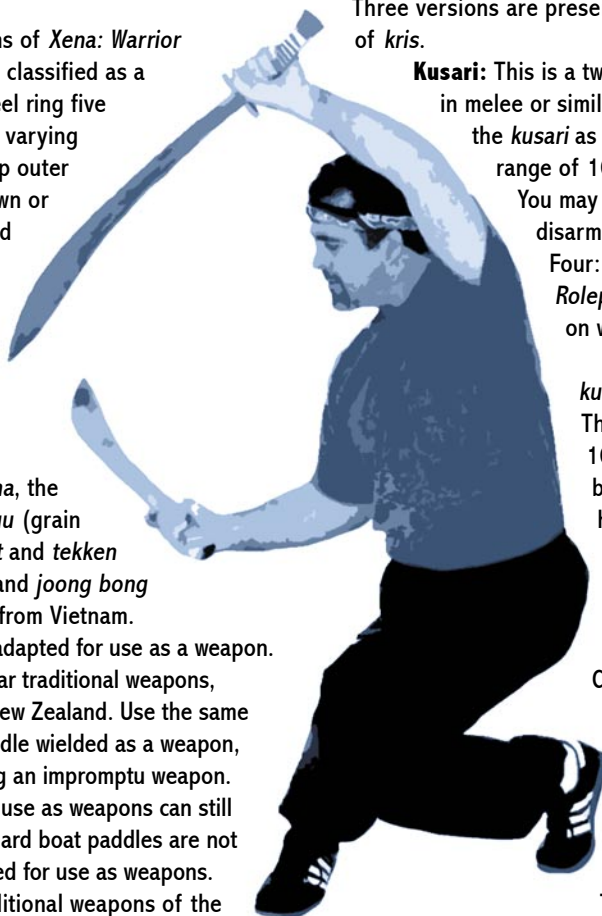
Three versions are presented, representing different sizes of *kris*.

Kusari: This is a twelve-foot chain that can be used in melee or similarly to a whip. Like the whip, treat the *kusari* as a ranged weapon with a *maximum* range of 10 feet and no range penalties.

You may use the *kusari* to make trip and disarm attacks, like a whip. See Chapter Four: Equipment of the *d20 Modern Roleplaying Game* for additional rules on whips.

In addition, you may use the *kusari* to entangle an opponent. The target gets a Reflex save (DC 10 + the thrower's ranged attack bonus). If the target fails his save, he can still try to get free with an Escape Artist check (DC 15) or a Strength check (DC 25). If the opponent fails, you and he are grappling (see Grappling in Chapter Five: Combat of the *d20 Modern Roleplaying Game* and Additional Grappling Rules in Chapter One: General Rules of this book)

Kusarigama: This is a *kusari* with a *kama* at one end. The weapon is normally used by entangling a target with the *kusari*, then attacking with the *kama*. It functions like the *kusari*.



Chapter Five: Weapons

It is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

Lajatang: This polearm is the traditional weapon of the Indonesian art of *kuntao*. It is a short wooden shaft with a crescent-shaped blade set perpendicular to each end. It is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

Manriki-gusari: Also called a *manriki* or a *kusarifundo*, this is a three-foot chain with weights at both ends. It can be used as a melee bludgeoning weapon or thrown to entangle an opponent. The target gets a Reflex save (DC 10 + your ranged attack bonus) to avoid being entangled. If the target fails his save, he can still try to get free with an Escape Artist check (DC 15) or a Strength check (DC 25).

Statistics for this weapon also apply to the *suruchin* used in some styles of *kobujutsu* and to the *kabit*, *panu*, and *sarong* used in the Philippines in various styles of *arnis*.

Mourn Staff: Also known as a Thorn Staff or a *san men barn*, this Chinese weapon is a three- to four-foot metal shaft, three-quarters of which is studded with metal “teeth.”

Nine-Ring Sword: This is a single-edged sword with a curved blade and most of the weight in the third closest to the tip. It has nine metal rings set into its back edge. The nine-ring sword gives you a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

No-dachi: This is a Japanese two-handed sword, with a curve similar to that of a katana. It was primarily used by foot soldiers against mounted opponents.

Parang: This is a large knife, or a small sword, used primarily for brush cutting in Indonesia, but also used in Indonesian martial arts. The *parang* has a single-edged blade that is broader at the tip than at the hilt. Statistics for this weapon can also be used for the *golok*, another Indonesian weapon.

Pendjepit: These metal pincers with sharp, tiny teeth in the end are used in *prisaï sakti pentjak silat* in Indonesia. The wielder uses them to grab and tear exposed flesh. If the target has armor or natural armor, the wielder suffers a –2 penalty on attack rolls but gains a +2 circumstance bonus on damage rolls.

Quarterstaff: This is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter Five: Combat of the *d20 Modern Roleplaying Game*). A creature using a double-weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Sai: This is a trident-shaped metal truncheon, one- to two-feet long, originating in Japan. The same statistics apply to the *jitte* (one of the side tines is missing) and *nunte* (one of the side tines bends backwards). The *sai* gives you a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Statistics for this weapon also apply to the Chinese *gen* and *cha*, and to the Indonesian *tjabang* and *titjio*.

Shield Spikes: Adding spikes to a small or large shield gives it added functionality as an archaic weapon. They increase the weight and purchase DC of the shield to which they are applied (see Shields, below). If you attack with the shield spikes, you do not get the shield bonus to Defense for the rest of that round. You may attack with the shield spikes as if they were a light weapon (see Attacking with Two Weapons in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

Sword, short: There are as many kinds of short sword as there are cultures in the world. The Romans used a short sword called the *gladius* that was primarily a thrusting weapon (same statistics but does Piercing damage), and it also represents the Indonesian *pedang* and *kelewang*.

Tanto: This is a heavily constructed Japanese dagger. It has a slightly curved, single-edged blade that is triangular in cross-section, and a chisel-shaped tip. The wielder gets a +1 equipment bonus on his attack roll if the opponent has armor or natural armor.

Statistics for this weapon also apply to the Japanese *aikuchi* and *hamidash*, the Chinese *shaou dau* and *shou li jen*, and the Indonesian *pisau*.

Tekko: This steel knuckleduster functions like a pair of brass knuckles. Note that when used by someone with the Combat Martial Arts feat it does not subject him to attacks of opportunity when making unarmed strikes. When used by someone with the Improved Combat Martial Arts feat, it increases the threat range of his unarmed attacks to 18-20.

Timbe: This is a short (one- to two-foot) shaft with a small spearhead on one end. When combined with the *rochin*, a small shield made from a tortoise shell, it is a traditional weapon of Okinawan *kobujutsu*.

Tjaluk: Used in *setia hati pentjak silat* in Indonesia, this is a sickle-like curved sword blade about one foot long. The sharp edge of the weapon was the reverse, or outer, edge. The hilt had a metal hand guard that looped down to the pommel, protecting the entire hand.

When armed with a *tjaluk*, you get a +2 equipment bonus on your attack roll when making an attack of opportunity provoked by an opponent attacking your weapon or attempting to disarm you.

Trench Knife: During the First World War, many soldiers carried fighting knives with hand guards shaped like brass knuckles. In the tight quarters of the trenches they could be used to punch or to stab.

Urumi: An Indian weapon, the spring-sword is a hilt with one to four flexible, double-edged metal blades. When not in use, the *urumi* can be worn around the waist like a belt (+4 on Sleight of Hand checks to conceal the weapon when worn

Chapter Five: Weapons

Table 5-1: Simple Melee Weapons (require the Simple Weapons Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Club	1d6	20	B	10 ft.	1	—	M	3 lb.	4	—
Eiku	1d8	20	B	—	—	—	L	6 lb.	5	—
Kiseru	1d4	20	B	—	—	—	S	2 lb.	3	—
Quarterstaff*	1d6/1d6	20	B	—	—	—	L	4 lb.	3	—
Tanto*	1d4	19-20	P	—	—	—	S	2 lb.	5	—
Tekko	**	*	B	—	—	—	T	1 lb.	5	—
Timbe	1d6	20	P	10 ft.	—	—	S	3 lb.	5	—
Trench Knife	1d4	19-20	P/B	—	—	—	S	2 lb.	7	—

Table 5-2: Archaic Melee Weapons (require the Archaic Weapons Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Halberd	1d10	20/×3	P, S	—	—	—	L	15 lb.	10	—
Hatchet	1d6	20	S	10 ft.	1	—	S	4 lb.	4	—
Kris knife	1d4	19-20	P	—	—	—	S	1 lb.	7	—
Kris sword	1d8	19-20	P	—	—	—	M	5 lb.	9	—
Kris	1d6	19-20	P	—	—	—	S	3 lb.	8	—
Mourn Staff	1d10	19-20	B	—	—	—	L	8 lb.	6	—
Nine-ring sword*	1d8	19-20	S	—	—	—	M	6 lb.	7	—
No-dachi	2d8	20	S	—	—	—	L	9 lb.	12	—
Parang	1d8	20	S	—	—	—	M	3 lb.	5	—
Shield Spikes	1d4	20	P	—	—	—	var.	+2 lb.	1	—
Sword, short	1d6	19-20	P	—	—	—	S	3 lb.	10	—
Wolf's Teeth Staff	1d8	19-20	B	—	—	—	L	8 lb.	9	—

Table 5-3: Exotic Melee Weapons (require the Exotic Weapons Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Kama	1d6	20	S	—	—	—	S	2 lb.	5	—
Kusarigama*	1d6/1d6	20	B/S	10 ft.	1	—	L	6 lb.	6	—
Lajatang*	1d8/1d8	20	S	—	—	—	L	8 lb.	6	—
Pendjepit*	1d4	20	S	—	—	—	S	2 lb.	5	—
Sai*	1d4	20	B	—	—	—	S	2 lb.	6	—
Tjaluk*	1d6	19-20	S	—	—	—	S	3 lb.	10	—
Urumi*	1d6	19-20	S	—	—	—	M	4 lb.	9	—
Wind and Fire Wheels*	1d6	19-20	S	—	—	—	M	4 lb.	8	—

Table 5-4: Ranged Melee Weapons (required feat listed in parentheses)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Chakram (Exotic)	1d6	19-20	S	10 ft.	1	—	S	2 lb.	4	—
Kusari* (Exotic)	1d6	20	B	10 ft.	1	—	M	5 lb.	5	—
Manriki-gusari* (Exotic)	1d4	20	B	10 ft.	1	—	S	4 lb.	5	—
Whip (Simple)** (Exotic)	1d2	20	S	15 ft.**	1	—	S	2 lb.	4	—

Chapter Five: Weapons

Shields

this way). Because of its construction, the *urumi* cannot be used with feats and secret techniques that allow you to block attacks; nor can it be used with the total defense option.

Whip: Statistics for this weapon can also represent the *petjat*, *chemeti*, and *rante* from Indonesia.

Wind and Fire Wheels: These Chinese melee weapons are usually used in pairs. They consist of metal hoops, one- to two-feet in diameter. Some feature protruding spikes and handles, others are plain hoops. You receive a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Statistics for this weapon also apply to the *lun*, shaped more like a coin, and the *yue*, shaped more like an eye.

Wolf's Teeth Staff: This Chinese polearm, also called *lan yar barn*, consists of a six-foot staff. The last foot of one end is covered with small metal spikes.

Schools and Weapons

This guide suggests weapons appropriate to schools presented in this book. All weapons either appear in this chapter, or in the *d20 Modern Roleplaying Game*.

Bare-Knuckles Boxing: Brass knuckles, chain, chainsaw, cleaver, club, hatchet, knife, machete, metal baton, *parang*, sap, straight razor, *tanto*, *tekko*, trench knife.

Five Elements: Five Elements is not associated with weapons use.

Ballistic Fist: Ballistic Fist is associated with the use of firearms, not the weapons here.

Kobujutsu: Club, *eiku*, halberd, hatchet, *kama*, knife, *kris*, kukri, *lajatang*, mourn staff, nine-ring sword, nunchaku, *rochin*, quarterstaff, *sai*, spear, *tekko*, three-section staff, *timbe*, tonfa, wind and fire wheels, wolf's teeth staff.

Military Martial Arts: Bayonet, brass knuckles, club, knife, metal baton, shield (any), *tanto*, trench knife.

Third Eye: Third Eye is not associated with weapons use.

Shields were common items throughout most of human history, and have recently seen a resurgence among riot police and special operations units. In addition, shields are traditional parts of some combat arts, including Okinawan *kobujutsu* and many ancient and medieval armed fighting styles.

Buckler: A buckler is a very small shield worn strapped to the forearm. You may use a light or one-handed weapon with the same arm, but you suffer an additional –1 penalty on attack rolls while doing so. This penalty stacks with penalties for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon with your shield arm you do not receive the buckler's bonus to Defense for the rest of the round.

Rochin: This tortoiseshell shield often has a small spy hole in the center for viewing the enemy. Otherwise it follows the rules for small shields.

Shield, Impromptu: Impromptu shields can be made from garbage can lids, stop signs, and other found materials. They are bulky, unwieldy, and tend to fall apart after a few hits. Similar to improvised weapons, they have a 50% chance to break each round the wielder benefits from their shield bonus to his Defense.

Shield, Small: This shield is small enough that you can carry items with that hand, but large enough that you cannot wield weapons with that hand.

Shield, Large: A large shield is too heavy for you to use your shield hand for anything else.

Shield, Riot: A riot shield is a large, transparent plastic shield that provides cover without hindering sight.

Shield, Bomb: This Huge shield is too bulky to be moved by a single person. In addition to providing a bonus to Defense, it provides the benefits of total cover (see Cover in Chapter Five: Combat of the *d20 Modern Roleplaying Game*) for the rest of the round if you do not attack on your action.

Table 5-5: Shields

Shield	Type	Shield Bonus	Nonprof. Bonus	Armor Penalty	Weight	Purchase DC	Restriction
Buckler	Shield	1	0	-1	5 lb.	9	—
Rochin	Shield	1	0	-1	4 lb.	9	—
Shield, impromptu	Improvised	1	0	-2	Varies	—	—
Shield, small	Shield	1	0	-1	6 lb.	5	—
Shield, large	Shield	2	1	-2	15 lb.	7	—
Shield, riot	Shield	3	1	-1	6 lb.	10	Res (+2)
Shield, bomb	Shield	4	1	-4	20 lb.	12	Res (+2)

Chapter Six: Campaign Models

If martial arts are going to be the centerpiece of your campaign, you should plan to build martial arts into every facet of the campaign, from the background to the character generation rules. Instead of just being another form of combat available to the heroes, the martial arts can be the *only* form of combat available—or the only form available to the heroes, anyway.

This chapter presents two campaign models that focus on martial arts: Condor Team and Kumite.

Condor Team

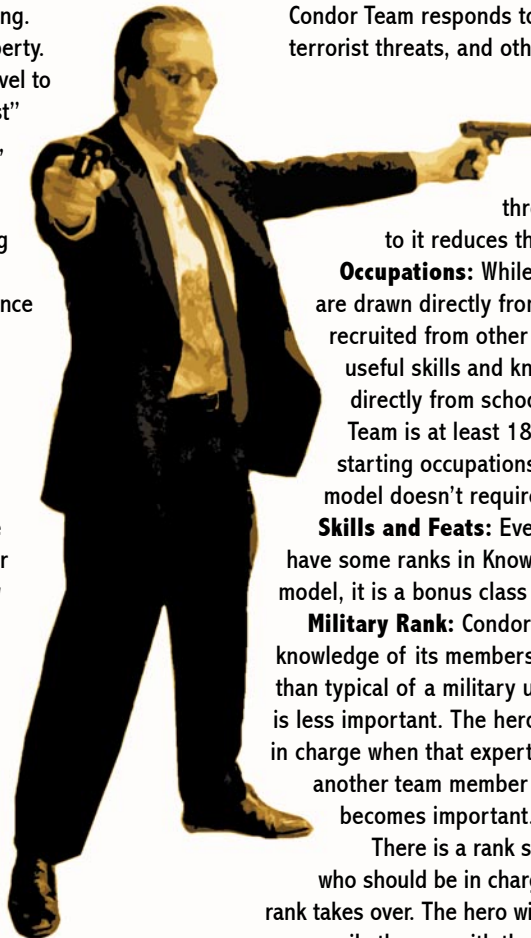
Mission: Impossible meets *Enter the Dragon* in this campaign model where martial artist commandos undertake high-risk missions with the fate of the world, or at least their nation, at stake.

Setting

Condor Team is set in a world where terrorists threaten not just human lives, but the stability of entire nations. Governments topple, and their militaries sell their equipment, including nuclear, biological, and chemical weapons, because their pay checks stopped coming. Corporate mercenaries attack rival property. Military “observers” and “trainers” travel to remote corners of the world and “assist” insurrections, or fight them. Meanwhile, most people go about their daily lives, unaware of their nations’ roles in the violence they read about in the morning newspaper...because Condor Team acts swiftly and decisively to keep that violence at a low level—and far from home.

Role of the Heroes

Heroes are members of Condor Team itself, an elite unit drawn from all branches of the military and dedicated to keeping world peace. This should be a fairly comfortable and familiar role for players of the *d20 Modern Roleplaying Game*. Individual members of the team have areas of expertise. One might be a demolitions expert, another might be a veteran paramedic, while a third might be an electrician and radio operator. All are highly trained martial artists, however. Guns run out of ammunition, jam, and get found during customs searches at the border. Martial arts are silent and impossible to remove.



Department-7

Department-7 in Condor Team represents the administrative part of Condor Team. Some members are highly-placed members of the government and many others are veteran members of other special operations units, like the US Navy SEALs, the USAF air commandoes, and the US Army Special Forces. Condor Prime reports directly to Department-7, and if the team needs a rare specialty or expertise, Department-7 supplies the person needed.

Three Key Traits

- **Military Organization:** Condor Team is part of the government, and more specifically part of the military. Heroes are members of the military, with access to military support and weapons.
- **Martial Arts Training:** Condor Team relies on martial arts training, both armed and unarmed. In situations where the team cannot risk the sound of gunfire, or in places where they cannot travel with firearms, martial arts training provides them with an alternative.
- **High Stakes:** The government does not call on Condor Team just because the President’s cat is up in a tree. Condor Team responds to nuclear emergencies, massive terrorist threats, and other world-shaking events.

Rules

Condor Team adapts easily to campaigns with psionic or magic threats. However, everything you add to it reduces the emphasis on martial arts.

Occupations: While many members of Condor Team are drawn directly from the military, many others are recruited from other walks of life for particularly useful skills and knowledge. Some are even recruited directly from school. (Every member of Condor Team is at least 18 years old.) While a GM may limit starting occupations as he sees fit, this campaign model doesn’t require restrictions.

Skills and Feats: Every member of Condor Team should have some ranks in Knowledge (tactics). In this campaign model, it is a bonus class skill for all the basic classes.

Military Rank: Condor Team depends on the skills and knowledge of its members, so leadership is more flexible than typical of a military unit. As a result, military rank is less important. The hero with the required expertise is in charge when that expertise is required, and defers to another team member when that member’s expertise becomes important.

There is a rank structure, so that when it’s unclear who should be in charge the member with the highest rank takes over. The hero with the highest character level is not necessarily the one with the highest military rank. Each time a



Chapter Six: Campaign Models

hero goes up a level, he makes a level check (d20 + character level + Profession bonus), DC 30. If he succeeds, he gets promoted one rank. Ranks in Condor Team are as follows:

Condor Team Rank	Army Equivalent
Operator (CT1)	Sergeant (E5)
Special Operator (CT2)	Warrant Officer (WO1)
Senior Operator (CT3)	Chief Warrant Officer (CW2)
Team Lead (CT4)	Captain
Senior Team Lead (CT5)	Major
Condor Prime (CT6)	Lieutenant Colonel

Condor Prime is one person, so for practical purposes the highest rank in Condor Team is Senior Team Lead. Until the acting Condor Prime dies or retires, no one else can be promoted above Senior Team Lead.

Equipment: Heroes in Condor Team should rarely, if ever, have to spend their own funds for mission equipment. If they want to spend their wealth on toys and personal belongings, let them. Standard rules for requisitioning equipment apply (see Chapter Four: Equipment in the *d20 Modern Roleplaying Game*), but heroes may add their Condor Team rank as a bonus to their roll. For example, a Team Lead gets a +4 bonus to his level check to requisition equipment.

Opposition

Condor Team faces many of the foes found in Chapter Eight: Friends and Foes in the *d20 Modern Roleplaying Game*, including criminals, drug dealers, and terrorists.

In addition, however, Condor Team often faces a shadowy group known only as Scorpion. While Condor Team and Department-7 know little about Scorpion when the campaign begins, they should quickly learn that Scorpion is drawn largely from Russian veterans of Afghanistan and Chechnya. Seeing their comrades die by the dozens without making any difference whatsoever, they grew bitter and disaffected, and banded together, hiring their services out to the highest bidder. They often recruit from special operations groups around the world, particularly recruiting special operators dishonorably discharged from their nations' service. Scorpion soldiers are elite, highly-trained veteran mercenaries hired out to encourage global instability through terrorism and insurrection. Their hope is that, by tearing down the existing world power structure—forcing the world population to start again—they can give the world a second chance.

Low-level Scorpion Soldier: Human Strong Ordinary 2/ Tough Ordinary 2; CR 3; Medium-size humanoid; HD 2d8+6 plus 2d10+6; hp 32; Mas 16; Init +1 (+1 Dex); Spd 30 ft.; Def 18, touch 15, flat-footed 17; BAB +3; Grap +5; Atk +5 melee (1d4+2, unarmed strike) or +5 melee (1d4+2/19-20, trench knife) or +5 ranged (2d6, Glock 20) or +4 ranged (2d8, M4 Carbine); Full Atk: Atk +5 melee (1d4+2, unarmed strike) or +5 melee (1d4+2/19-20, trench knife) or +5 ranged (2d6, Glock 20) or +4 ranged (2d8, M4 Carbine); Space/Reach 5 ft./5 ft.; AL Chaos, Scorpion; AP 0; Rep 0; SV Fort +7, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 13, Wis 10, Cha 8.

Starting Occupation: Military (Climb and Demolitions are class skills)

Skills and Feats: Climb +9, Demolitions +3, Drive +3, Intimidate +1, Jump +6, Knowledge (tactics) +6, Listen +2, Profession +5, Spot +2; Alertness, Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Undercover vest, Glock 20 [10mm autoloader], 2 spare magazines 10mm pistol ammunition, M4 Carbine [5.56mm assault rifle], 4 spare magazines 5.56mm rifle ammunition, trench knife, professional walkie-talkie, standard backpack, mesh vest, tactical map, electro-optical binoculars, fatigues, night-vision goggles, gas mask, GPS receiver, rope (150 feet), sleeping bag.

Mid-level Scorpion Soldier: Human Strong Hero 4/Fast Hero 4; CR 8; Medium-size humanoid; HD 4d8+12 plus 4d8+12; hp 63; Mas 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; Def 22, touch 19, flat-footed 21; BAB +7; Grap +9; Atk: +9 melee (1d4+4, unarmed strike) or +10 melee (1d6+4 nonlethal, unarmed strike) or +9 melee (1d4+4/19-20, trench knife) or +9 ranged (2d6, Glock 20) or +8 ranged (2d8, M4 Carbine); Full Atk: +9/+4 melee (1d4+4, unarmed strike) or +10/+5 melee (1d6+4 nonlethal, unarmed strike) or +9/+4 melee (1d4+4/19-20, trench knife) or +9/+4 ranged (2d6, Glock 20) or +8/+3 ranged (2d8, M4 Carbine); Space/Reach 5 ft./5 ft.; SA Melee Smash, Improved Melee Smash; SQ Evasion, Uncanny Dodge 1; AL Chaos, Scorpion; AP 4; Rep +1; SV Fort +6, Ref +4, Will +2; Str 14, Dex 13, Con 16, Int 13, Wis 10, Cha 8.

Starting Occupation: Military (Climb and Demolitions are class skills)

Skills and Feats: Climb +9, Demolitions +7, Drive +7, Escape Artist +6, Jump +8, Knowledge (tactics) +8, Listen +2, Profession +7, Spot +2, Tumble +6; Alertness, Armor Proficiency (light), Brawl, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Improved Grab, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

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

Talents (Fast): Evasion, Uncanny Dodge 1.

Possessions: Undercover vest, Glock 20 [10mm autoloader], 2 spare magazines 10mm pistol ammunition, M4 Carbine [5.56mm assault rifle], 4 spare magazines 5.56mm rifle ammunition, trench knife, professional walkie-talkie, standard backpack, mesh vest, tactical map, electro-optical binoculars, fatigues, night-vision goggles, gas mask, GPS receiver, rope (150 feet), sleeping bag.

High-level Scorpion Soldier: Human Strong Hero 8/Fast Hero 8; CR 16; Medium-size humanoid; HD 8d8+24 plus 8d8+24; hp 123; Mas 16; Init +7 (+1 Dex, +4 Improved Initiative, +2 1st Degree Master Military Martial Arts); Spd 30 ft.; Def 25, touch 22, flat-footed 24; BAB +14; Grp +16; Atk: +17 melee (1d4+5/19-20, unarmed strike) or +19 melee (1d8+5 nonlethal, unarmed strike) or +17 melee (1d4+5/19-20, trench knife) or +16 ranged (2d6, Glock 20) or +15 ranged (2d8, M4 Carbine); Full Atk: +17/+12/+7

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melee (1d4+5/19-20, unarmed strike) or +19/+14/+9
melee (1d8+5 nonlethal, unarmed strike) or +17/+12/
+7 melee (1d4+5/19-20, trench knife) or +16/+11/+6
ranged (2d6, Glock 20) or +15/+10/+5 ranged (2d8, M4
Carbine); Space/Reach 5 ft./5 ft.; SA Ignore Hardness, Melee
Smash, Improved Melee Smash, Advanced Melee Smash; SQ
Defensive Roll, Evasion, Uncanny Dodge 1, Uncanny Dodge 2;
AL Chaos, Scorpion; AP 6; Rep +3; SV Fort +9, Ref +7, Will
+4; Str 16, Dex 13, Con 16, Int 13, Wis 10, Cha 8.

Starting Occupation: Military (Climb and Demolitions are class skills)

Skills and Feats: Balance +4, Climb +14, Demolitions +13, Drive +12, Escape Artist +11, Jump +13, Knowledge (tactics) +12, Listen +2, Profession +11, Spot +2, Tumble +11; Agile Riposte, Alertness, Armor Proficiency (light), Brawl, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Dodge, Improved Brawl, Improved Combat Martial Arts, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Strong): Ignore Hardness, Melee Smash, Improved Melee Smash, Advanced Melee Smash.

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

1st Degree Mastery of Military Martial Arts: The character gains a +2 bonus to Initiative checks (already added).

2nd Degree Mastery of Military Martial Arts: The character gains a +2 competence bonus to opposed checks to escape from a grapple, to escape from a pin, or to disarm an opponent.

Possessions: Undercover vest, Glock 20 [10mm autoloader], 2 spare magazines 10mm pistol ammunition, M4 Carbine [5.56mm assault rifle], 4 spare magazines 5.56mm rifle ammunition, trench knife, professional walkie-talkie, standard backpack, mesh vest, tactical map, electro-optical binoculars, fatigues, night-vision goggles, gas mask, GPS receiver, rope (150 feet), sleeping bag.

Kumite

A cross between Ultimate Fighting Championships and *Mortal Kombat*, Kumite is a campaign model about illicit underground fighting tournaments.

Setting

Kumite can be part of the criminal underworld of any campaign. As its own campaign, Kumite happens in the present day of the modern world.

Role of the Heroes

Obviously most heroes are Kumite fighters, martial artists competing in the tournament. There are other roles for heroes in Kumite campaigns, however.

- **Made Guy:** Such heroes are members of one of the organized crime groups that organize and broadcast the tournaments. They may approve, or they may consider it barbaric after they discover their organization's

involvement.

- **Techie:** Someone has to set up the network, to provide the code for websites, ticket sales, viewing licenses, and so forth, and even to run the video cameras.
- **Undercover Cop:** Whether a member of organized crime, a techie, or a Kumite fighter, any hero can be an undercover cop infiltrating the tournament circuit.

Department-7

Department-7 is the multi-jurisdictional task force of law enforcement agents trying to shut down the Kumite organization.

Three Key Traits

- **Varying Motives:** Kumite tournaments offer large cash prizes that motivate many fighters. Others seek the fame and recognition they can achieve among the limited circle of people who know about the tournaments. Still others believe that a no-holds barred, no rules, no padding, full speed, full contact match is the only way to legitimately prove their fighting skills. They need to be the best. Each fighter must decide for himself what he will sacrifice to achieve his goal.
- **Disregard for the Law:** Kumite tournaments are illegal. While technically that makes everyone who attends, organizes, or participates in a tournament a criminal, that's only true to a degree. Some really are criminals, running kumite for organized crime groups, or committing crimes while training for their next bout. Others would never commit the slightest crime outside the tournament circuit. Heroes must decide for themselves where they fall in that spectrum.
- **Secrets:** The Kumite tournament circuit is worldwide. Fights happen in beautiful, exotic locations. Bouts are broadcast over the Internet, and hundreds of people attend each match. Law enforcement raids occasional matches, resulting in melees between law enforcement agents and the best fighters in the world, but it never manages to penetrate the real hierarchy of the organization. Thus, the matches keep happening.

Rules

Kumite is a very open campaign model. In fact, you can make it part of any modern d20 System campaign. The rules below are for Kumite campaigns.

Armor: Fighters are not allowed to wear armor other than leather jackets into the ring.

FX: The basic rules for Kumite do not include magic or psionics, but if you wish to give the campaign a more exotic, mystical feel, you can add in the FX rules to whatever degree suits your taste.

Kumite Rules: Kumite bouts are full speed, full contact hand-to-hand combat matches. They are fights to submission or unconsciousness, not to the death. There are no time limits. There are usually no other rules, but in the interest of selling Internet viewing licenses and ticket sales, the organizers run variations. Rules are always announced prior to a match, and any fighter can voluntarily withdraw without

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prejudice if he prefers not to compete under a certain set of rules. Some fighters, for instance, refuse to fight Death Matches.

- **Death Match:** Lethal damage is encouraged, and fights continue until one person is dead.
- **Free for All:** All fighters of the same rank enter the ring simultaneously and fight until one remains.
- **Sumo:** Not a true sumo match, these rules refer to an added limitation. Normally Kumite matches have only a vaguely defined ring, which helps the techies know where to focus their cameras. Fighting is allowed to continue outside that space except in sumo matches. In a sumo match, any fighter who spends an entire round outside the ring automatically loses.

◆ **Competitive Physics:** This is a sub-type of sumo match.

In a competitive physics match, the arena is always exotic, dangerous, and full of surprises. Flamethrowers randomly fire from the floor, spinning blades pop up, spikes leap out, scythe blades sweep across, and the floor tilts randomly requiring Balance checks just to stand up.

- **Tag Team:** Although this requires a fully-defined ring and requires fighters to remain in the ring during the match, it is not a sub-type of sumo. Fighters that leave the ring must re-enter it or forfeit the match. Fighters form two-person teams. Only one team member can be in the ring at once. The team member in the ring must, as a standard action, physically touch the one outside the ring in order for them to switch places. Team members are allowed three rounds when they can both be in the ring, after which they must have switched places.

- **Thunder Dome:** These matches are fought in a thirty-foot diameter metal cage. The top is also sealed with the same iron framework as the walls and is thirty feet above the ground. Fighters can climb the cage walls as easily as climbing a ladder, and can cross the “ceiling” by making Climb checks (DC 25). Before the fight begins, the organizers attach melee weapons to the cage. More damaging weapons are higher, with the most damaging weapons hanging from the ceiling.

Ranking: Kumite tournaments have a ranking structure that has nothing to do with character level. While GMs should carefully compare challenge ratings with hero levels when setting up a match, ranking is based on wins. There are three ways to establish a win:

- **Sumo:** If you're outside the ring for an entire round, you lose and the other guy wins.
- **Boxing:** Fighters receive 1 point for every blow they throw that makes contact (if an attack misses but would have hit

as a touch attack, it makes contact). They receive 2 points for every blow that actually does damage. At the end of the match, the fighter with the most points wins. This scoring is particularly useful in Competitive Physics matches, where the arena itself may force a fighter to submit or knock a fighter out.

- **Submission:** If one fighter submits (or “taps out”), the other fighter wins. This may happen because of injury, exhaustion, or fear.
- **Knock Out:** If one fighter is unconscious or dying, the other fighter wins.
- **Death:** Unless fighters are competing in a Death Match, death is not a victory. Killing another fighter outside a Death Match means a fighter gets no credit for that match.

Seasons: A Kumite season is six months long, with fights happening every week. This often does not leave enough time for full healing between matches, so a season is particularly brutal and only the toughest survive. A week after the end of six months, the fighters with the most wins compete in regional championships. Each country is divided

into four regions, so the winners of the four regionals meet a week later to decide a national champion. The world championship fight occurs two months later. Any fighter may voluntarily withdraw if a doctor certifies that the fighter is still suffering injuries from the preceding season.

Starting Out: Talent scouts from the Kumite organization attend Professional Karate Association (PKA), Ultimate Fighting Championship (UFC), boxing, and

wrestling events. They look for fighters with the right attitude and skills to join Kumite. Of course, they also attend local “fight clubs” and bare-knuckle boxing matches.

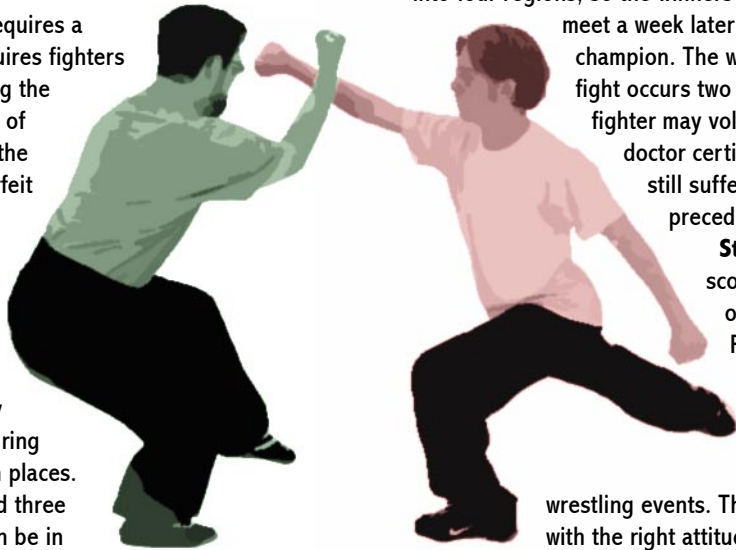
Fighters have even been found in bar brawls. Heroes can enter the Kumite at any character level.

Opposition

Here are a few sample opponents for your Kumite heroes.

Bolt Vanderhug: male human Strong Hero 4; CR 4; Medium-size humanoid; HD 4d8+8; hp 29; Mas 17; Init +1 (+1 Dex); Spd 30 ft.; Def 15, touch 14, flat-footed 14; BAB +4; Grap +7; Atk: +8 melee (1d6+5 nonlethal, unarmed strike), +7 melee (1d6+5/19-20, metal baton); Full Atk: +8 melee (1d6+5 nonlethal, unarmed strike), +7 melee (1d6+5/19-20, metal baton); Space/Reach 5 ft./5 ft.; SA Melee Smash, Improved Melee Smash; AL Russian organized crime; AP 2; Rep +0; SV Fort +4, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills)



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Skills and Feats: Climb +10, Gamble +8, Knowledge (streetwise) +7; Brawl, Improved Damage Threshold, Improved Grab, Improved Grapple, Power Attack, Simple Weapons Proficiency, Streetfighting.

Talents: Melee Smash, Improved Melee Smash.

1st Degree Mastery of Bare-Knuckle Brawling: Bolt can use the +1d4 damage from Streetfighting up to 3 times per round.

Possessions: Leather jacket, metal baton, portable satellite phone, first aid kit, penlight flashlight.

Buck Plankchest: male human Strong Hero 6; CR 6; Medium-size humanoid; HD 6d8+12; hp 42; Mas 20; Init +1 (+1 Dex); Spd 30 ft.; Def 15, touch 14, flat-footed 14; BAB +6; Grap +9; Atk: +11 melee (1d8+6 nonlethal, unarmed strike), +9 melee (1d6+6/19-20, metal baton); Full Atk: +11/+6 melee (1d8+6 nonlethal, unarmed strike), +9/+4 melee (1d6+6/19-20, metal baton); Space/Reach 5 ft./5 ft.; SA Melee Smash, Improved Melee Smash, Advanced Melee Smash; AL None; AP 3; Rep +1; SV Fort +5, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills)

Skills and Feats: Climb +12, Gamble +10, Knowledge (streetwise) +9; Brawl, Improved Brawl, Improved Damage Threshold (×2), Improved Grab, Improved Grapple, Power Attack, Simple Weapons Proficiency, Streetfighting.

Talents: Melee Smash, Improved Melee Smash, Advanced Melee Smash.

1st Degree Mastery of Bare-Knuckle Brawling: Buck can use the +1d4 damage from Streetfighting up to 3 times per round.

Possessions: Leather jacket, metal baton, portable satellite phone, first aid kit, penlight flashlight.

Dirk Hardpeck: male human Strong Hero 4/Fast Hero 4; CR 8; Medium-size humanoid; HD 4d8+8 plus 4d8+8; hp 55; Mas 15; Init +7 (+1 Dex, +4 Improved Initiative, +2 1st Degree Mastery Military Martial Arts); Spd 30 ft.; Def 19, touch 19, flat-footed 18; BAB +7; Grp +10; Atk: +10 melee (1d4+5, unarmed strike), +11 melee (1d6+5 nonlethal, unarmed strike), +10 melee (1d4+3/19-20, trench knife); Full Atk: +10/+5 melee (1d4+5, unarmed strike), +11/+6 melee (1d6+5 nonlethal, unarmed strike), +10/+5 melee (1d4+3/19-20, trench knife); Space/Reach 5 ft./5 ft.; SA Melee Smash, Improved Melee Smash; SQ Evasion, Uncanny Dodge I; AL None; AP 4; Rep +1; SV Fort +5, Ref +4, Will +2; Str 16, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Starting Occupation: Military (Climb and Knowledge [tactics] are class skills).

Skills and Feats: Balance +4, Climb +11, Drive +8, Escape Artist +8, Jump +10, Knowledge (streetwise) +8, Knowledge (tactics) +9, Listen +2, Spot +2, Tumble +8; Alertness, Brawl, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Dodge, Improved Disarm, Improved Grab, Improved Initiative, Simple Weapons Proficiency.

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

Talents (Fast): Evasion, Uncanny Dodge I.

1st Degree Mastery of Military Martial Arts: The character gains a +2 bonus to Initiative checks (already added).

Possessions: Trench knife, portable satellite phone, first aid kit, penlight flashlight.

Bob Johnson: male human Strong Hero 8/Fast Hero 8; CR 16; Medium-size humanoid; HD 8d8+16 plus 8d8+16; hp 108; Mas 15; Init +7 (+1 Dex, +4 Improved Initiative, +2 1st Degree Mastery Military Martial Arts); Spd 30 ft.; Def 22, touch 22, flat-footed 21; BAB +14; Grp +18; Atk: +19 melee (1d8+6/19-20/×3, unarmed strike), +17 melee (1d4+6/19-20, trench knife); Full Atk: +19/+14/+9 melee (1d8+6/19-20/×3, unarmed strike), +17 melee (1d4+6/19-20, trench knife); Space/Reach 5 ft./5 ft.; SA Melee Smash, Improved Melee Smash, Advanced Melee Smash, Ignore Hardness; SQ Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll; AL None; AP 8; Rep +3; SV Fort +8, Ref +7, Will +4; Str 18, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Starting Occupation: Military (Climb and Knowledge [tactics] are class skills).

Skills and Feats: Balance +12, Climb +15, Drive +12, Escape Artist +12, Jump +14, Knowledge (popular culture) +5, Knowledge (streetwise) +12, Knowledge (tactics) +13, Listen +2, Spot +2, Tumble +12; Advanced Combat Martial Arts, Agile Riposte, Alertness, Brawl, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Dodge, Improved Brawl, Improved Combat Martial Arts, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Mobility, Simple Weapons Proficiency.

Talents (Strong): Melee Smash, Improved Melee Smash, Advanced Melee Smash, Ignore Hardness.

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

1st Degree Mastery of Military Martial Arts: Bob gains a +2 bonus to Initiative checks (already added).

2nd Degree Mastery of Military Martial Arts: Bob gains a +2 competence bonus to opposed checks to escape from a grapple, to escape from a pin, or to disarm an opponent.

3rd Degree Mastery of Military Martial Arts: Bob combines the benefits from Brawl and Improved Brawl with the benefits of Advanced Combat Martial Arts, Combat Martial Arts, and Improved Combat Martial Arts. This damage may be lethal or nonlethal.

Possessions: Trench knife, portable satellite phone, first aid kit, penlight flashlight.

War of the Masters

Fist of Legend meets *Drunken Master II* in this campaign model where martial arts students battle in the streets, basketball courts, and arenas for the honor of their schools.

Setting

War of the Masters fits almost anywhere in time from when martial arts first divided into schools through the Opium Wars period in China through the present day and beyond.

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In War of the Masters, schools are not merely styles of martial arts. Some are temples or monasteries. Some are inner city storefronts, and some are taught on the roof of the master's store. All are social gathering places for the students, and in some cases they are also homes. Students are involved in all aspects of the school, from practicing and teaching to sweeping up and doing maintenance chores. Masters are parental figures of great authority, dispensing advice and discipline as well as teaching the secrets of their arts.

In general, the masters themselves are reluctant to fight, and good or heroic masters forbid their students from fighting. Even evil masters urge their students to avoid public confrontations. No one wants the authorities to close the schools or to forbid the practice of martial arts. Fights take place in schools, courtyards, river beds, abandoned factories, clearings in forests, and other places where the public isn't likely to see, and call the police. For every fight, dozens of pranks, from harmless to deadly, are played. Signs are defaced, fires are set, swarms of stinging insects are released, and other humiliating actions are taken by all sides.

GMs should think of schools as characters. They have ideas and agendas of their own, some traditional and some recent. One school might support local medical clinics with traditional medicine and advocate health care reform, while another might be involved in kidnapping and prostitution, smuggling, or extortion. One school might hire its students out as guards of people and property, while another trains its students to steal. Once the GM establishes what a school is "up to," he can develop schools that oppose or conflict with that school and determine what influence the agenda has on the personalities of the masters and students. Schools can win new pupils with advertising and with tournament victories; they don't need to fight in the streets to prove they're the best. The GM should develop other reasons for schools to be in moral and ethical conflict, as well as the more physical type.

Role of the Heroes

Most heroes are students at the same martial arts school. However, they could also be local civilians, law enforcement personnel, reporters, or others affected by or interested in the activities of the schools. These non-student roles are excellent opportunities for new players or for those who can play only intermittently, serving as "guest stars" while the regular players form the main cast.

Department-7

Department-7 plays no real role in War of the Masters. However, if a school is involved with criminal activities, Department-7 is a multi-jurisdictional law enforcement agency that could prove an ally of the heroes.

Three Key Traits

- **Honor:** Characters in War of the Masters hold their honor very highly. When they give their word, it means something. Fighting dishonorably brands a person, and a school's honor is affected by the actions of its students.
- **Schools:** War of the Masters assumes not only the existence

of clearly differentiated martial arts schools, but also their proximity to each other. In large urban areas, several schools exist. In rural areas, a village may have only one school but other schools are only a day's travel away.

- **Open Combat:** In War of the Masters, leaving the grounds of a martial arts school means almost certain combat with students from another school. Although such fighting is considered disturbing the peace (if not assault or even manslaughter), students still find isolated places to fight for their school's fame.

Rules

War of the Masters does not use any FX rules. If you wish to add FX, all schools should share access to FX equally. Using FX in a fight with students of a school that doesn't teach FX is dishonorable, so either everyone should have them or none.

Honor and Dishonor: Honor and dishonor affect how people react once they recognize a character. Characters with honorable reputations get better treatment and are less likely to have to fight those they encounter, even when those people have hostile attitudes. Characters with dishonorable reputations face fear and distrust when they're recognized. GMs should keep this in mind when making Reputation checks.

Dishonorable acts include:

- Stealing
- Fighting someone clearly less experienced. When heroes realize they outclass their opponents, they should make every effort to negotiate an end to the fight, but they are not required to run away or take a beating if the opponents keep fighting. The exception to this is a *challenge*, where someone calls out a superior opponent hoping to win and demonstrate personal superiority.
- Fighting someone not as well equipped. Fighters should have the same armor (usually none), and should either both be armed or both be unarmed.
- Striking or killing someone at a disadvantage: Hitting someone when they're not looking and continuing to strike someone who is disabled or dying are both dishonorable actions.
- Ganging up on an opponent. If one side outnumbered the other, some should sit out the fight.

GMs adding to this list should make sure their players are aware of the additions so they can modify their heroes' actions accordingly.

Masters and Students

Here are a few samples for you to use in your War of the Masters campaign.

King Kobra: King Kobra is a "self-defense" school run by an arrogant, disillusioned, cruel Marine Corps veteran named John Kove. During the day and several evenings each week, John teaches self-defense classes to adults. He comes alive after school when his "real" students come from class to his studio. There he teaches real martial arts and a tough, merciless approach to life. "Strike hard, strike fast, no mercy, sir!" is an oft-heard chant during those sessions.

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John only teaches young men, holding to the old-fashioned idea that women belong in the home (or his bed), and not in the ring.

John didn't have a lot of money when he left military service with an other-than-honorable discharge, so he got a loan from some people he knew. Those people were "mobbed up," members of the Cosa Nostra. In return for not breaking his legs, they use him to make collections from others who owe them money. In addition, they occasionally store things that "fell off a truck" in the back rooms of his school. There isn't much money betting on martial arts tournaments, but the mob guys occasionally observe John's students, looking for promising talent.

John enjoys associating with the mob guys, and takes out his frustrations with his life on those unlucky enough to owe money to the mob. His reputation locally is for being a tough-as-nails jerk, and students from other schools tend to avoid the students he trains to be bullies, and dread facing King Kobra students at tournaments.

Beginning Students: male human Strong Ordinary 3; CR 2; medium humanoid; HD 3d8+3; hp 16; Mas 13; Init +2 (+2 Dex); Spd 30 ft.; Def 14 touch 14, flat-footed 12; BAB +3; Grp +5; Atk +5 melee (1d4+2, unarmed strike); Full Atk: +5 melee (1d4+2, unarmed strike); Space/Reach 5 ft./5 ft.; AL King Kobra school; AP 0; Rep +0; SV Fort +3, Ref +3, Will +0; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Starting Occupation: Student (Computer Use, Knowledge [popular culture], and Research are class skills).

Skills and Feats: Computer Use +6, Knowledge (popular culture) +7, Listen +1, Research +6, Spot +1; Alertness, Combat Martial Arts, Combat Reflexes, Simple Weapons Proficiency.

Possessions: Various personal possessions.

Initiates: male human Strong Ordinary 3/Tough Ordinary 3; CR 5; medium humanoid; HD 3d8+6 plus 3d10+6; hp 42; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 16 touch 16, flat-footed 14; BAB +5; Grp +7; Atk +7 melee (1d4+2/19-20, unarmed strike); Full Atk: +7 melee (1d4+2/19-20, unarmed strike); Space/Reach 5 ft./5 ft.; AL King Kobra school; AP 0; Rep +1; SV Fort +6, Ref +4, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Starting Occupation: Student (Computer Use, Knowledge [popular culture], and Research are class skills).

Skills and Feats: Computer Use +6, Intimidate +6, Knowledge (popular culture) +7, Knowledge (tactics) +4, Listen +1, Research +6, Spot +1; Advanced Combat Martial Arts, Alertness, Combat Martial Arts, Combat Reflexes, Simple Weapons Proficiency.

Possessions: Various personal possessions.

Senior Students: male human Strong Ordinary 3/Tough Ordinary 3/Fast Ordinary 3; CR 8; medium humanoid; HD 3d8+6 plus 3d10+6 plus 3d8+6; hp 61; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 20 touch 20, flat-footed 18; BAB +7; Grp +10; Atk +10 melee (1d4+3/19-20, unarmed strike); Full Atk: +10/+5 melee (1d4+3/19-20, unarmed strike); Space/Reach 5 ft./5 ft.; AL King Kobra school; AP 0; Rep +2; SV Fort +7, Ref +6, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Starting Occupation: Student (Computer Use, Knowledge [popular culture], and Research are class skills).

Skills and Feats: Computer Use +6, Intimidate +6, Knowledge (popular culture) +7, Knowledge (streetwise) +7, Knowledge (tactics) +4, Research +6, Tumble +10; Advanced Combat Martial Arts, Alertness, Combat Martial Arts, Combat Reflexes, Dodge, Simple Weapons Proficiency.

Possessions: Various personal possessions.

John Kove: male human Strong Hero 3/Martial Artist 10; CR 13; medium humanoid; HD 3d8+6 plus 10d8+20; hp 88; Mas 15; Init +7 (+1 Dex, +4 Improved Initiative, +2 1st Degree Mastery of Military Martial Arts); Spd 30 ft.; Def 20, touch 20, flat-footed 19; BAB +13; Grp +16; Atk +16 melee (1d10+4, unarmed strike) or +15 ranged (2d6, Glock 20); Full Atk: +14/+14/+9/+4 melee (1d10+4, unarmed strike) or +15/+10/+5 ranged (2d6, Glock 20); Space/Reach 5 ft./5 ft.; SA Melee Smash Improved Melee Smash, Living Weapon 1d10, Flying Kick, Iron Fist (all attacks); AL King Kobra students, Cosa Nostra; AP 6; Rep +2; SV Fort +7, Ref +9, Will +3; Str 16, Dex 13, Con 15, Int 13, Wis 8, Cha 10.

Starting Occupation: Military (Demolitions and Knowledge [tactics] are class skills).

Skills and Feats: Escape Artist +14, Intimidate +10, Jump +8, Knowledge (tactics) +8, Listen +1, Move Silently +11, Spot +1, Tumble +14; Agile Riposte, Alertness, Brawl, Combat Expertise, Combat Martial Arts, Combat Throw, Dodge, Defensive Martial Arts, Improved Grab, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

*At 6th and 9th levels (3rd-level Martial Artist and 6th-level Martial Artist, this character took advantage of the rules under *Martial Arts Mayhem, Volume Two* and the Martial Artist in Chapter One: General Rules of this book. Rather than taking a bonus feat from the Martial Artist list, he took feats needed for mastery of Military Martial Arts.

Talents: Melee Smash, Improved Melee Smash.

1st Degree Mastery of Military Martial Arts: Kove gains a +2 bonus to Initiative checks (already added).

Possessions: Light undercover shirt, Glock 20 (10mm autoloader), 50 pistol bullets, holster, cell phone, various personal possessions.

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